

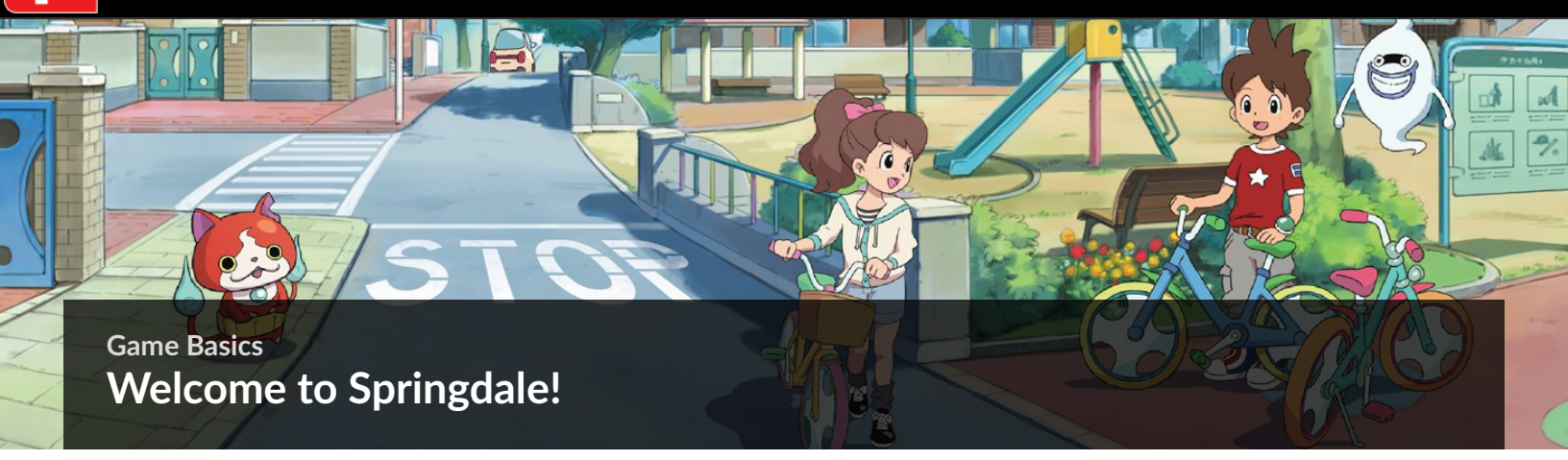
Changelog

Updates

Updates (November 16, 2015)

- Added alphabetical listing of all in-game Yo-kai characters and corresponding tribes with links to their Medallium entries (link)

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Game Basics

Welcome to Springdale!

Sure, it's a great town with plenty of nice people. But something strange is going on. Odd supernatural beings called Yo-kai have flooded the streets, alleys, schools, and even the sewer system! Some are playful, others friendly, but some arrive with ill intent. All are unleashing craziness and shenanigans. Only you can get to the bottom of it!



What are Yo-kai?

Yo-kai are strange spirit-like beings that normal people cannot see. They love pranks and causing trouble. They have mysterious powers that bring luck, both good and bad, to the humans around them. If somebody's acting weird, it just might be a Yo-kai trick!



The Eight Yo-kai Tribes

Yo-kai are divided into eight tribes, each with its own unique set of traits.



These cool, courageous creatures excel at fighting, especially physical combat.



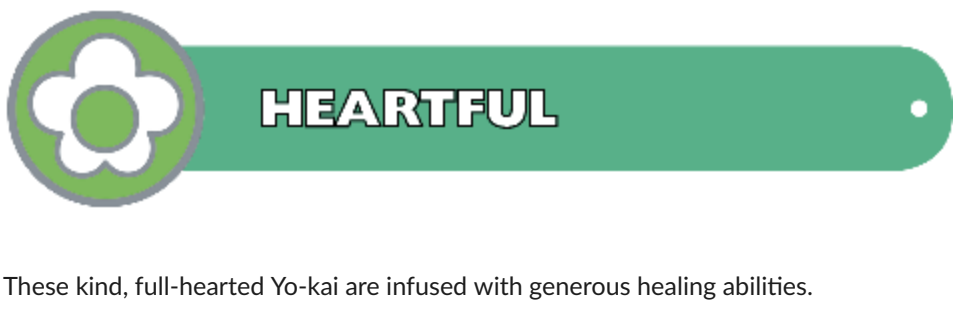
With weird shapes and sizes, they are hard to predict and are strong in Yo-kai Techniques.



Rugged in body and spirit, they pair sturdy defense with powerful guarding abilities.



While very cute and even cuddly in appearance, they nevertheless tend to be speedy and sharp in combat.



These kind, full-hearted Yo-kai are infused with generous healing abilities.



These dark-hearted Yo-kai often bring out the worst behavior in nearby humans.

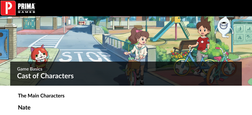


An odd, creepy-looking tribe, they are masters of inflicting status ailments.



These independent, free-thinking spirits have slimy, snakelike features. It's hard to grab these guys!

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Game Basics

Cast of Characters

The Main Characters

Nate



Full Name: Nathan Adams

A typical10th grader, Nate obtains the Yo-kai Watch from the Crank-a-kai machine he finds on Mt. Whitewood while hunting for insects.

Katie



Full Name: Katie Forester

Nate's classmate, a fifth-grade girl with a knack for sensing the supernatural. Katie obtains her Yo-kai Watch on Mt. Whitewood, as well.

It's Your Choice!

At the start of the game, pick the character you want to play, either Nate or Katie. The story's the same regardless of your selection. The only thing that changes is the location of your home and some of the dialog during events, so feel free to choose either one. You can also change your character's name to whatever you like.

Nate or Katie?

The game's the same either way. Whichever character you don't choose appears in game as your classmate.

The Classmates

Bear



Full Name: Barnaby Bernstein

Somewhat of a bully, though he has a sentimental streak and really loves his family. A good guy deep down, maybe?

Eddie



Full Name: Edward Archer

A skeptic who doesn't believe in Yo-kai or the supernatural. Also, Bear's friend.

The Adults

Nate's Mom



Full Name: Lily Adams

A steady, loving mom who bravely handles her household duties.

Nate's Dad



Full Name: Aaron Adams

The family's main breadwinner, although he sometimes acts a little goofy.

Katie's Mom

Full Name: Rebecca Forester

A kind-hearted mom who takes life at her own pace.

Katie's Dad

Full Name: Jason Forester

A dedicated worker. He works with Nate's dad.

Mr. Goodsight

Full Name: Mortimer Goodsight

The watch repairman at Timon & More powers up the capabilities of your Yo-kai Watch.

Your Yo-kai Companions

Whisper

This soft-styled "Yo-kai butler" delivers the Yo-kai Watch to your main character.

Diomarelda

A moody Yo-kai that darkens the air around her, triggering things like family arguments.

Jibanyan

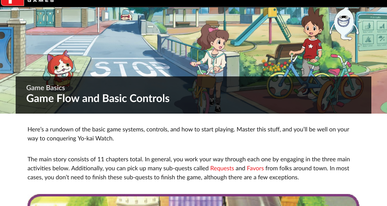
The spirit of a cat hit by a car. Currently in training to defeat his automotive nemesis.

Cadin



A cicada Yo-kai spirit caught by the main character.

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Game Basics

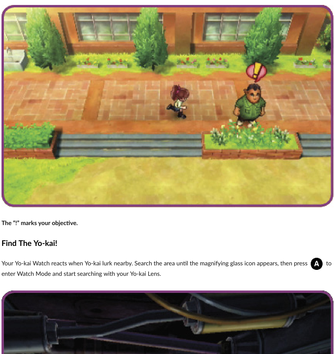
Game Flow and Basic Controls

Here's a rundown of the basic game systems, controls, and how to start playing. Master this stuff, and you'll be well on your way to conquering Yo-kai Watch.

The main story consists of 11 chapters total. In general, you work your way through each one by engaging in the three main activities below. Additionally, you can pick up many sub-quests called Requests and Favors from folks around town. In most cases, you don't need to finish these sub-quests to finish the game, although there are a few exceptions.



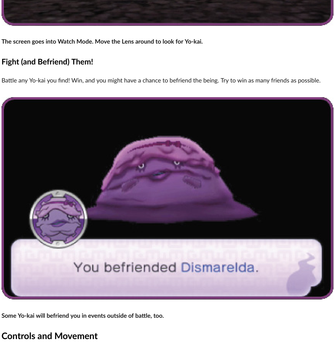
The story unfolds across Springdale, your hero's hometown.



Your town is packed with residents full of observations, funny stories, problems, and requests.

Track Your Objectives!

Move around town, tracking the target destination shown onscreen. When you arrive, talk to the person or examine the object or building there. What'll happen next?



The "!" marks your objective.

Find The Yo-kai!

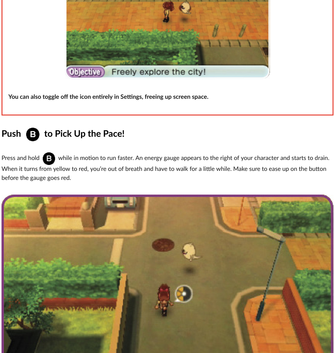
Your Yo-kai Watch reacts when Yo-kai lark nearby. Search the area until the magnifying glass icon appears, then press A to enter Watch Mode and start searching with your Yo-kai Lens.



The screen goes into Watch Mode. Move the Lens around to look for Yo-kai.

Fight (and Befriend) Them!

Battle any Yo-kai you find! Win, and you might have a chance to befriend the being. Try to win as many friends as possible.



Some Yo-kai will befriend you in events outside of battle, too.

Controls and Movement



Magnify Your Map

You can change the screen magnification of your map to get a bigger picture of the area around you. Zoom out all the way to see what area of town you are currently in.

You can change map magnification only while outdoors, not in back alleys or inside buildings.

Yo-kai Radar!

Tap this icon or press Up on the +Control Pad to change the icon on the top-right corner of the top screen, toggling it between Yo-kai Radar and Watch Mode.

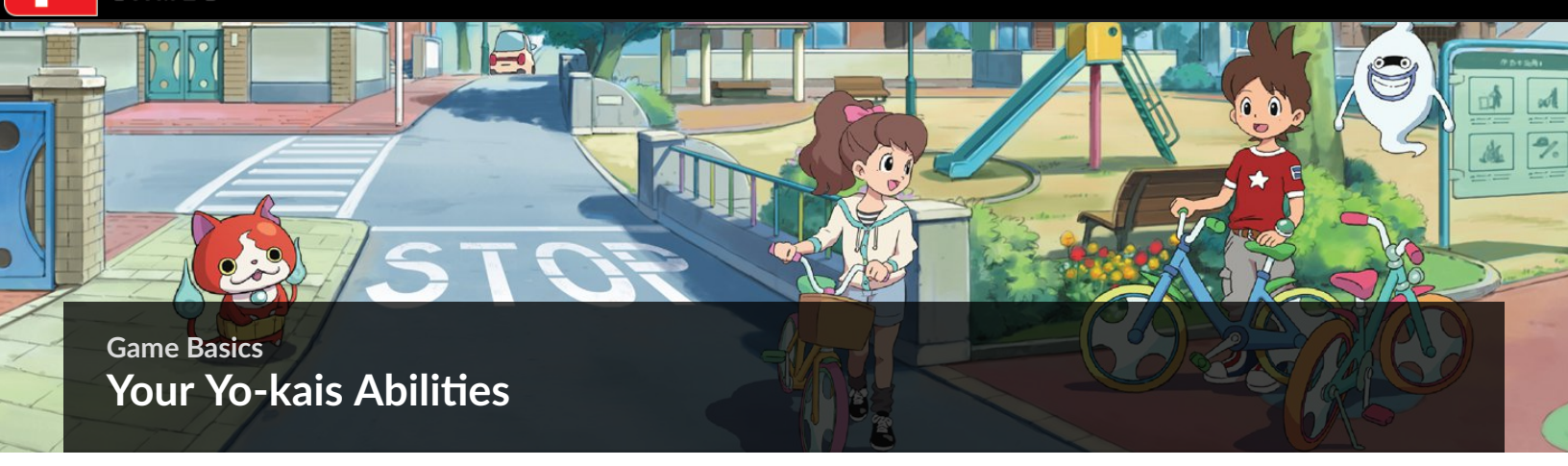
You can also toggle off the icon entirely in Settings, freeing up screen space.

Push B to Pick Up the Pace!

Press and hold B while in motion to run faster. An energy gauge appears to the right of your character and starts to drain. When it turns from yellow to red, you're out of breath and have to walk for a little while. Make sure to ease up on the button before the gauge goes red.

The gauge goes down as you dash around, then goes back up when you rest. Once the gauge turns red, you'll walk slower until it fills all the way back up.

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Game Basics

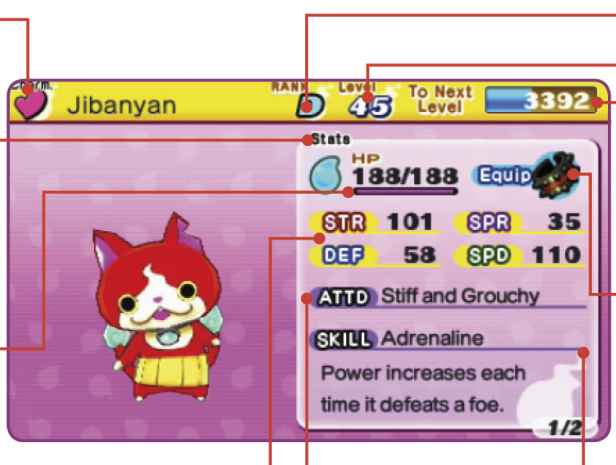
Your Yo-kais Abilities

You can find and befriend a grand total of 218 Yo-kai. Every one of them has its own unique skills. Control them deftly enough, and you'll have a much easier time getting through the game. Let's start by taking a look at what kind of abilities every Yo-kai has.



Some Yo-kai are great fighters; others excel at helping their friends heal. There's a huge variety!

Yo-kai Status Screen



Tribe

Soul Meter
How much Soul power the Yo-kai has. When the meter's full, you can charge up and launch a powerful Soultimate Move.

HP
The Yo-kai is KO'ed if this gauge hits zero during battle. Use restorative items to refill it.

Rank
Yo-kai rank, in order from lowest to highest: E, D, C, B, A and S. The higher the rank, the more formidable the creature!

EXP Gauge and Level
Build up enough experience (EXP) to fill this gauge, and you'll gain a level.

Equipment
If you have any item equipped on a Yo-kai, it's displayed in icon form here.

Stats

STR (Strength): Affects the damage that physical attacks deal.

DEF (Defense): Better defense reduces the damage you take from foes.

SPR (Spirit): The higher this is, the more effective the Yo-kai's Technique move will be.

SPD (Speed): Affects the turn order and the number of turns the Yo-kai gets in battle. Faster Yo-kai can get in more moves!

ATTD (Attitude)

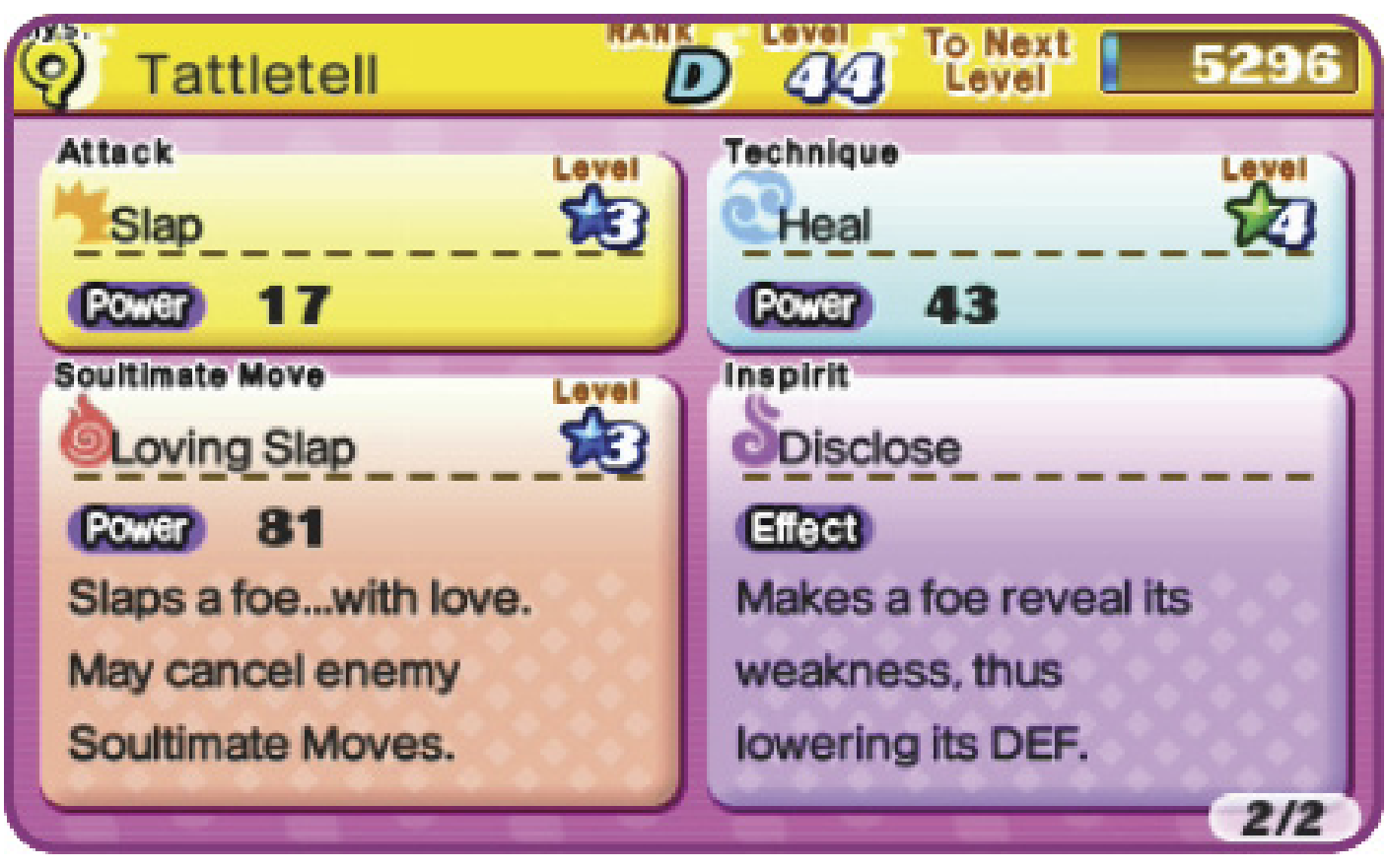
Each Yo-kai features a personality with two distinct attitudes. These can greatly affect the actions it takes in battle and can reveal the Yo-kai's fighting style. (Tip: Giving a book to a Yo-kai can change its ATTD display.)

Skill

This special ability is automatically active during battle. Skills can vary widely, from offensive and defensive actions to moves that support or heal the rest of your party.

Battle Actions!

In battle, every Yo-kai has one action available in each of four different types of combat moves: Attack, Technique, Soultimate Move, and Inspirit. These actions don't change as the Yo-kai levels up, but the more you use them, the more powerful they become.



Press X in the Status screen (see the previous page) to bring up details about your action portfolio.

Attack

This is a physical attack targeted at an enemy Yo-kai. There are many kinds of attacks, from those that pack a major punch in one hit but don't hit often to those that deal just a bit of damage per strike but hit multiple times.

Technique

There are two types of Techniques: attacks infused with an elemental power like fire and lightning that damage foes, and recovery skills that heal your party's HP. These are never drained, and Yo-kai can use them as much as they like in battle.

Soultimate Move



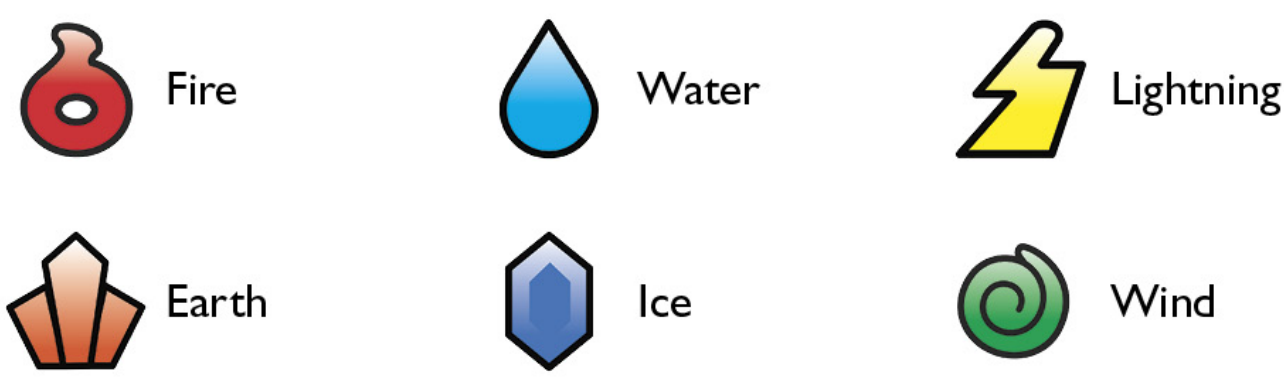
When the Soul Meter is filled up in battle, your Yo-kai can charge up and launch a special Soultimate Move. Most of these actions damage your foes, but some boost your allies' stats or refill their HP.

Inspirit

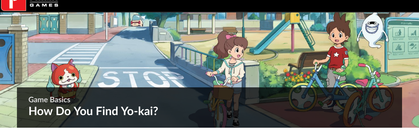
A Yo-kai's Inspirit skill can spiritually "infect" an enemy Yo-kai and drain its stats. Inspiriting can also bestow good effects on Yo-kai allies—for example, by steadily refilling their HP gauges.

Elemental Effects

If you land an attack infused with a certain element on a foe weak against that element, you deal more damage than you would otherwise. Take advantage of this! There are six elements in all.



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Game Basics

How Do You Find Yo-kai?

Yo-kai lurk in almost every nook and cranny around Springdale and its surrounding areas. Hit the town, and try to find as many as you can. Generally speaking, there are three ways to root them out. Once you do, it usually triggers a battle—but that's your chance to make the Yo-kai your friend!

Use Watch Mode

If you're near a place with hidden Yo-kai like tall grass, an electric pole, or even a vending machine, your Yo-kai radar will go off. You may see the magnifying glass icon pop up onscreen. Press A and the view switches to Watch Mode, letting you search for Yo-kai with the Yo-kai Lens. Watch for the purple shimmer!



Look for Yo-kai in places where your Yo-kai Watch picks up a strong signal.

When your Lens reveals a Yo-kai in Watch Mode, you don't immediately go into battle. First, you must keep your Yo-kai Lens over the target until the gauge around the Lens fills up. Some Yo-kai try to flee when spotted! Stronger Yo-kai are better at evading your Lens, making it harder to get a grip on them.



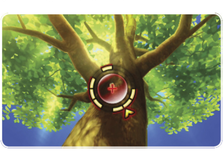
Yo-kai can be found in shimmering areas. Point the Lens toward that area.



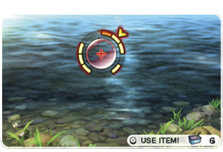
The gauge fills up when you have the Yo-kai centered in the Lens.

Catching Bugs and Fish

When the magnifying glass icon pops up near trees or grass, you can switch to Watch Mode and then use your Yo-kai Lens to find and collect insects. Once you acquire a fishing pole during the story, you can catch fish from bodies of water in the same manner. To catch either one, stop the spinning roulette arrow on a mark. A red mark awards a rare version of the bug or fish. You might also find dropped Items, so scan the area well!



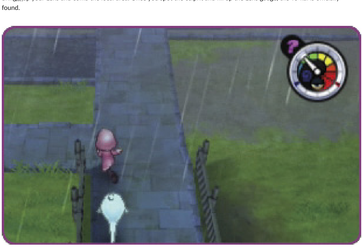
Look for Cicadas or Rhino Beetles in trees, as well as Locusts down in the grass.



Once you get a fishing pole, you can fish at streams or in the ocean. Move the Lens over the fish you want to hook.

Yo-kai Radar

You'll also find Yo-kai in spots where your Yo-kai Radar picks up a strong signal and shows a "!" mark. This means that a Yo-kai's right there in the open, not hidden up a tree or under a car. But you still have to find it in Watch Mode. Press Y to bring up your Lens and comb the local area. Once you spot the culprit and fill up the Lens gauge, the Yo-kai is officially found.



You'll find Yo-kai in the area where the needle goes into the red zone.



Yo-kai won't run from you in this case, so take your time and search.

Talk to a Radar-Located Yo-kai and...

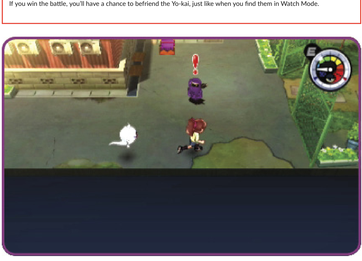
...you may go into battle, or simply obtain an item. Whatever happens, the location is added to your data as a "Yo-kai Spot."

Yo-kai Hangouts!

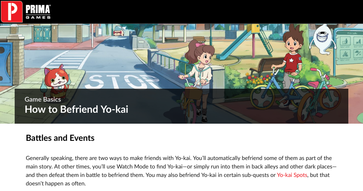
Some back alleys and buildings are hangout spots for aggressive Yo-kai. You'll find them wandering around the place, fully visible to you. (Look for them marked as red icons on your map.) Exploring such places can be helpful if you want some quick EXP-boosting combat to level up your party—no need to mess around with Radar or the Yo-kai Lens.

Back Alley Fight!

If you win the battle, you'll have a chance to befriend the Yo-kai, just like when you find them in Watch Mode.



Yo-kai won't run from you in this sketchy area. Once a wandering hostile spots you, they'll zoom right up to fight!



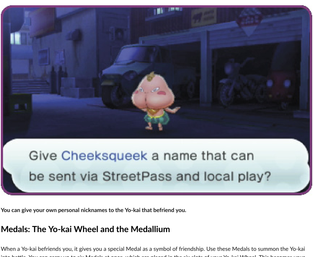
Game Basics

How to Befriend Yo-kai

Battles and Events

Generally speaking, there are two ways to make friends with Yo-kai. You'll automatically befriend some of them as part of the main story. At other times, you'll use Watch Mode to find Yo-kai—or simply run into them in back alleys and other dark places—and then defeat them in battle to befriend them. You may also befriend Yo-kai in certain sub-quests or Yo-kai Spots, but that doesn't happen as often.

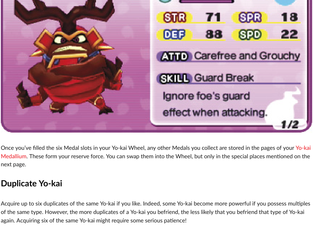
It's a matter of luck whether a Yo-kai will befriend you after battle. You'll boost your chances if you give the Yo-kai its favorite food.



You can give your own personal nicknames to the Yo-kai that befriend you.

Medals: The Yo-kai Wheel and the Medallium

When a Yo-kai befriends you, it gives you a special Medal as a symbol of friendship. Use these Medals to summon the Yo-kai into battle. You can carry up to six Medals at once, which are placed in the six slots of your Yo-kai Wheel. This becomes your active party—the Yo-kai that fight your battles.



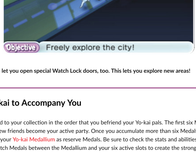
Once you've filled the six Medal slots in your Yo-kai Wheel, any other Medals you collect are stored in the pages of your Yo-kai Medallium. These form your reserve force. You can swap them into the Wheel, but only in the special places mentioned on the next page.

Duplicate Yo-kai

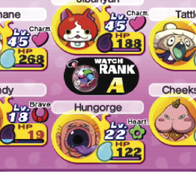
Acquire up to six duplicates of the same Yo-kai if you like. Indeed, some Yo-kai become more powerful if you possess multiples of the same type. However, the more duplicates of a Yo-kai you befriend, the less likely that you befriend that type of Yo-kai again. Acquiring six of the same Yo-kai might require some serious patience!

Raise Your Watch Rank!

Your Yo-kai Watch has a rank system, starting at E and rising to D, C, B, A, and then S as you work through the in-game story events. The higher your Watch Rank, the easier it is to find high-rank Yo-kai.



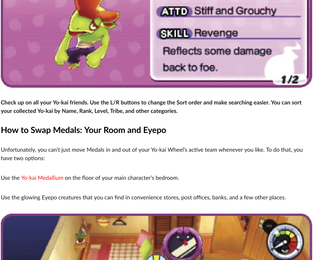
Complete tasks for Mr. Goodsight, the watchmaker at Timers & More in Blossom Heights. In return, he raises your Watch Rank for you.



Higher Watch Ranks let you open special Watch Lock doors, too. This lets you explore new areas!

Choose Six Yo-kai to Accompany You

Yo-kai Medals are added to your collection in the order that you befriend your Yo-kai pals. The first six Medals go into your Yo-kai Wheel, and those new friends become your active party. Once you accumulate more than six Medals, the extras are automatically stored in your Yo-kai Medallium as reserve Medals. Be sure to check the stats and abilities of any new Yo-kai that you befriend. Then, switch Medals between the Medallium and your six active slots to create the strongest team available.



Open the Main Menu to get a quick top-screen look at the six Yo-kai friends currently in your active team.



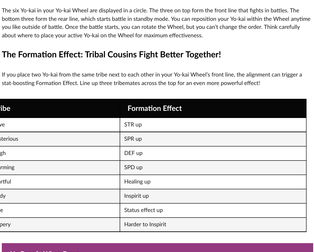
Check up on all your Yo-kai friends. Use the L/R buttons to change the Sort order and make searching easier. You can sort your collected Yo-kai by Name, Rank, Level, Tribe, and other categories.

How to Swap Medals: Your Room and Eyepo

Unfortunately, you can't just move Medals in and out of your Yo-kai Wheel's active team whenever you like. To do that, you have two options:

Use the Yo-kai Medallium on the floor of your main character's bedroom.

Use the glowing Eyepo creatures that you can find in convenience stores, post offices, banks, and a few other places.



The Yo-kai Medallium lies on the floor in your main character's bedroom. All of the reserve Medals you collect are stored in it.



This ball of flame with an eye is an Eyepo. Use this odd creature to swap Medals between your Medallium reserve and your Yo-kai Wheel's active party. The Eyepo also fully replenishes the HP and Soul Meters of all your Yo-kai friends.

How Yo-kai Order Affects Battle

The six Yo-kai in your Yo-kai Wheel are displayed in a circle. The three on top form the front line that fights in battles. The bottom three form the rear line, which starts battle in standby mode. You can reposition your Yo-kai within the Wheel anytime you like outside of battle. Once the battle starts, you can rotate the Wheel, but you can't change the order. Think carefully about where to place your active Yo-kai on the Wheel for maximum effectiveness.

The Formation Effect: Tribal Cousins Fight Better Together!

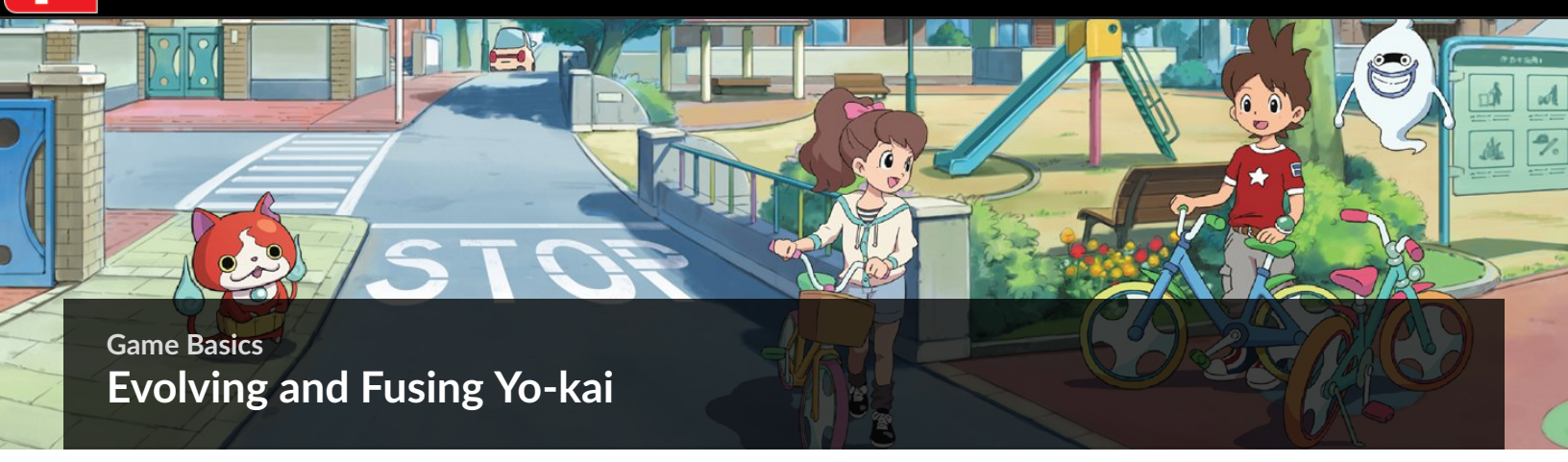
If you place two Yo-kai from the same tribe next to each other in your Yo-kai Wheel's front line, the alignment can trigger a stat-boosting Formation Effect. Line up three tribemates across the top for an even more powerful effect!

Tribe	Formation Effect
Brave	STR up
Mysterious	SPR up
Tough	DEF up
Charming	SPD up
Heartful	Healing up
Shady	Inspirit up
Eerie	Status effect up
Slippery	Harder to inspirit

No Benefit When Down

Even if members of the same Yo-kai tribe are lined up onscreen, the Formation Effect isn't triggered unless they're actually participating in battle. The effect is lost if tribal cousins are down.

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Game Basics

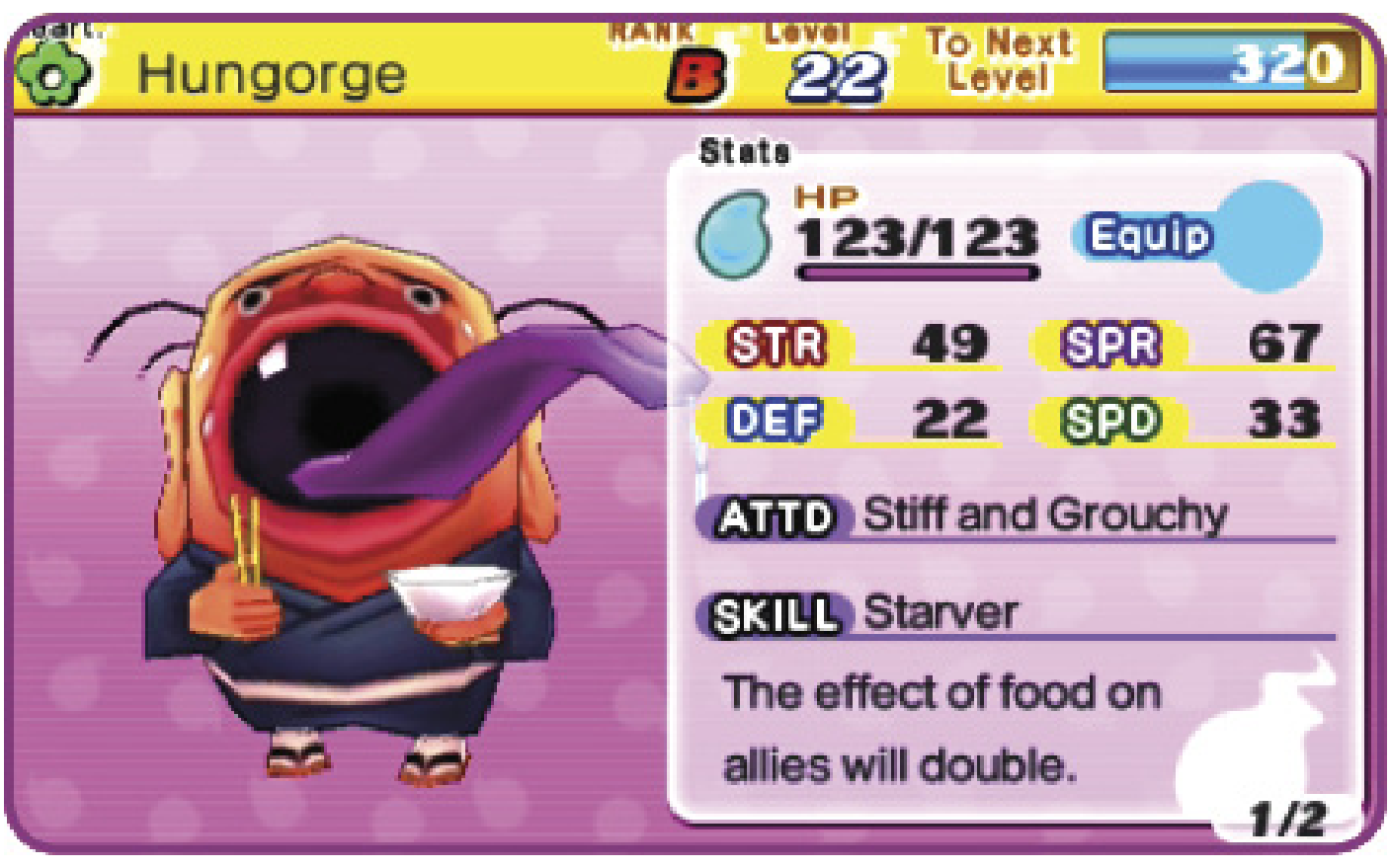
Evolving and Fusing Yo-kai

The most typical way to power up your Yo-kai friends is to put them in battle and raise their levels. But that's not the only way to improve your Yo-kai. You can also boost their powers by evolving or fusing them. Both processes change how a Yo-kai looks, producing a more formidable presence than ever!



Some Yo-kai can be obtained only via evolution or fusion. They're amongst the rarest and most powerful ones out there!

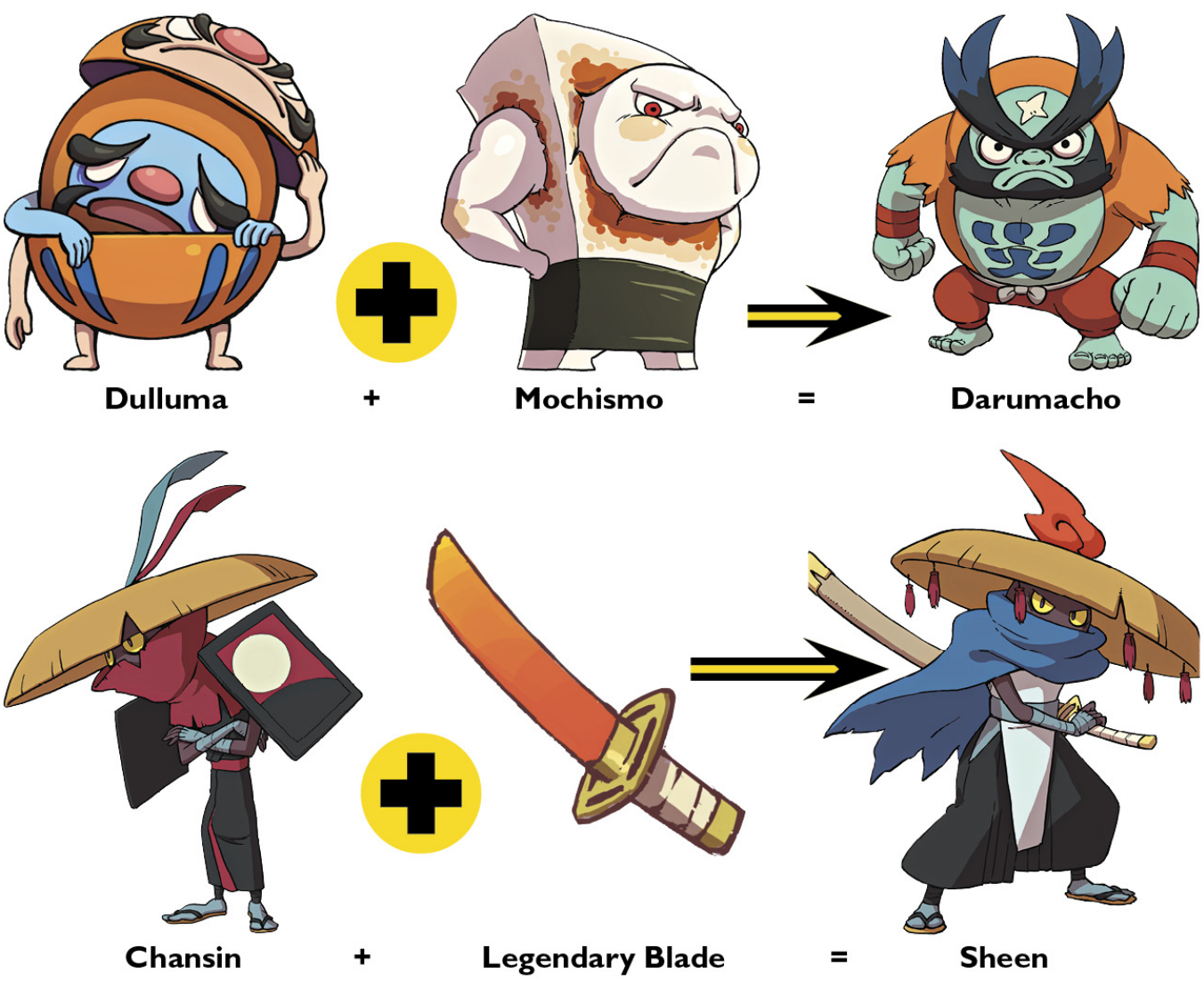
How Yo-kai Evolve



Yo-kai that can evolve will do so immediately once they reach the required level. You can also cancel the evolution if you like, leaving the Yo-kai as is.

If a Yo-kai can evolve, it automatically makes the transformation once it hits a certain level. The exact level number required for evolution depends on the type of Yo-kai it is. Some Yo-kai evolve early on, while others need to be leveled up fairly high before they do.

How Yo-kai Fusion Works



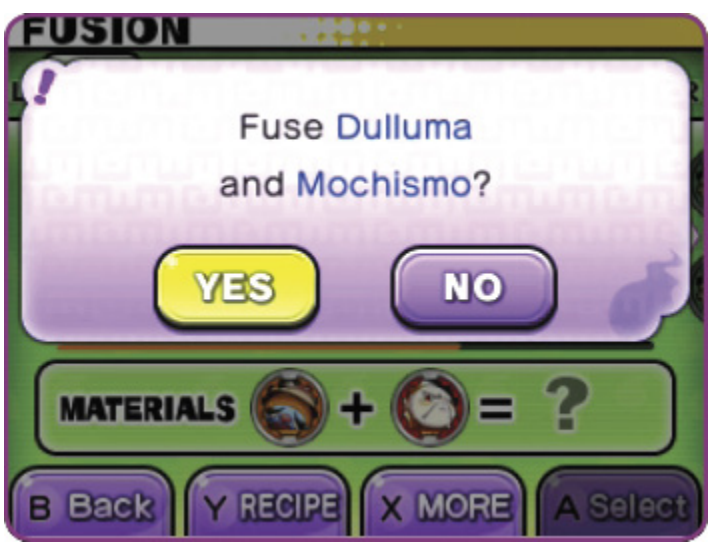
Once you reach Chapter 5 of the game story, you'll be able to combine Yo-kai and items in a process called "fusion." You can fuse Yo-kai with each other or with certain items to create a brand-new, powered-up being. This new Yo-kai immediately becomes your friend. (For more details on the fusion process, check out the "Evolution and Fusion" section.)



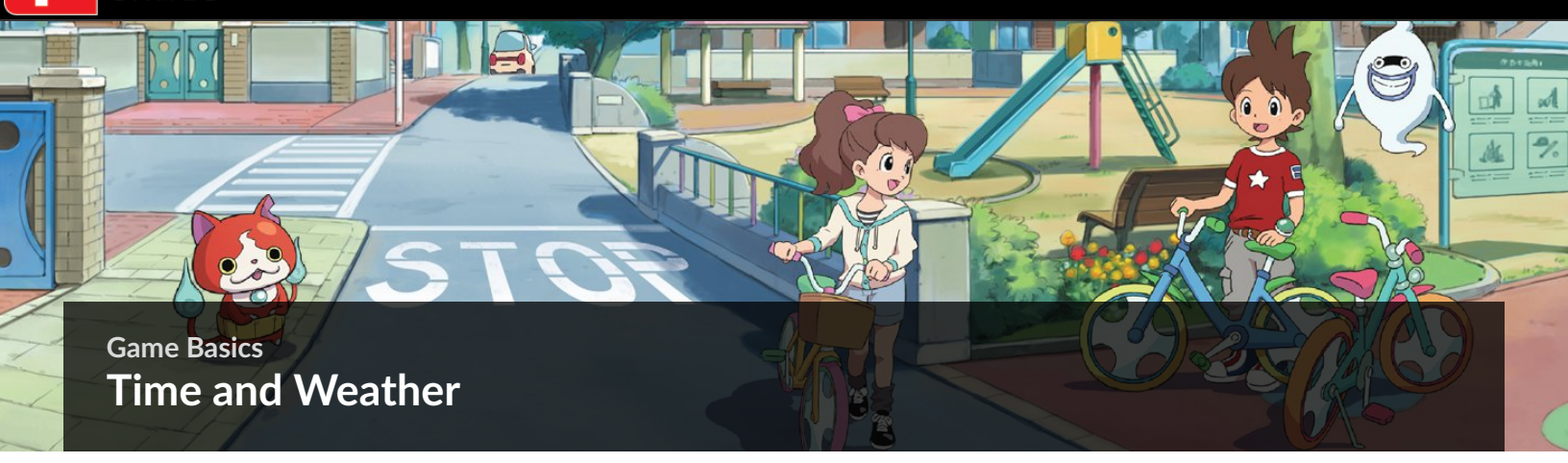
Visit Mr. Zen at the Shoten Temple in Blossom Heights to try fusing new Yo-kai.

Item Fusion

Two items can also be combined with each other to create a new item. Mr. Zen at the Shoten Temple can handle Yo-kai and item fusion for you.



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Game Basics

Time and Weather

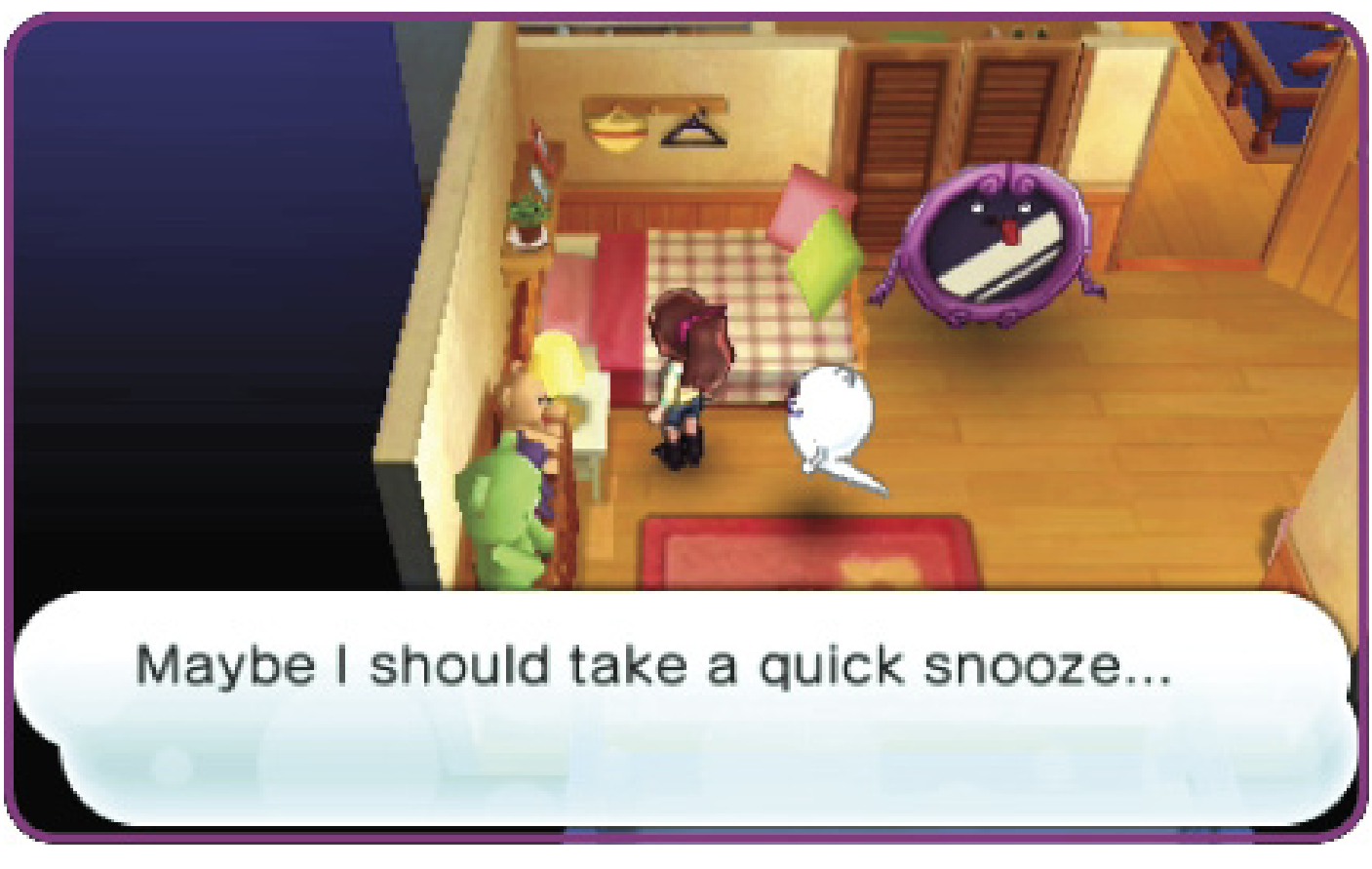
Yo-kai Watch runs on a day/night time cycle that's a bit different from real life. The in-game clock ticks away only when you're outside. It stops when you're inside a building or using the menu system. The weather can also change from day to day.

How Events Are Affected

Time and weather can have a big impact on your Yo-kai search. For example, some Yo-kai show up only at night or only when it's sunny. Similarly, some sub-quests can only be triggered at night or during specific weather conditions. You'll also encounter buildings that are closed during certain hours, keeping you from entering.



Sleep to Advance Time



If you want to hurry the in-game clock along, go back home and rest in your bed. This lets you shift the time cycle from day to night, or vice versa. The weather may change, too. Note that the day-to-night transition skips over the evening hours, going directly from bright to dark.

Town Scenes Change with Time!

DAYTIME: The brightest part of the time cycle. You'll see lots of people out and about, and most stores will be open.



EVENING: The sun begins to set over town. Evening events are generally the same as daytime ones, but night comes quickly afterward.



NIGHT: The scene grows dark, with fewer people on the streets. Most shops (except convenience stores) are also closed.

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Battle Basics
Yo-kai Battles

When you tap "PLAY!" in the center of your Yo-kai Wheel to trigger a battle, your three current front-line Yo-kai appear on the map screen, facing your foe(s). The fight immediately begins against the enemy Yo-kai. Spin the Yo-kai Wheel on the bottom screen at any time between the fight's outset to hit Yo-kai between the front and rear lines. Battles proceed in real time, although they pause whenever you're spinning the Yo-kai Wheel.

Viewing the Battle Screen



Yo-kai Wheel

Spin the Wheel left or right to move your Yo-kai around into different positions on the front and back lines; rotating them in and out of battle. Spin the circle hard enough, and you can even switch two or three Yo-kai in or out at once. Note: You can rotate your party at any time, except when a Soultimate Move is being launched.

How Your Yo-kai Fight

During battle, each of your Yo-kai picks one of the four actions below, operating on its own volition. It makes these decisions based on how the battle is going, so it won't make inappropriate moves like trying to refill its HP when it's already maxed out!

Attack

Attack the enemy Yo-kai with fists or other physical weapons. There's a chance you'll land a critical hit, dealing more damage to your foe than usual.

Technique

Two general types of Yo-kai Techniques are available: attack and recovery. Each offensive Technique is infused with an element, striking with an element that your foe is weak against deals more damage.

Inspirit

Infuse a side soul the enemy to lower its stats or give it a status ailment. You can also Inspirit an ally to boost its stats.

Guard

Defend against attack. Guarding halves any damage taken from attacks or Techniques that hit you. It also reduces the chance of being Inspirited.



If an enemy Yo-kai's been weakened, jot it in target it with everything you've got!

Between Actions

Yo-kai don't do anything in battle until their next turn comes up. If they're attacked in the meantime, they'll fill their enemy's Soul Meter a bit.

Books Change Attitudes! Attitudes Change Actions!

Each Yo-kai has a pair of attitudes that affects the way it fights. You can change these attitudes using books from your Items menu. Each book has a picture of a Yo-kai on the front of the. In attitude types also change. Hitting areas book between a battle toward taking a more serious approach.

What You Control in Battle

You can't directly control a Yo-kai's actions, but you can perform the following four actions in battle: Soultimate, Target, Item, and Purify.

Soultimate

Each Yo-kai has a Soultimate Move. Select the front-line Yo-kai you want to use the move, and then charge up your power on the Yo-kai Wheel. Soultimate Moves are powerful attacks that punish your foes, but some do things the refill your allies' HP or boost their spirit.

Soul Meter

Your Yo-kai's blue Soul Meters gain filled up to max when you visit an Estate or rest in bed before bedtime. The meter drops to when you're used in a Soultimate Move, but it gradually refills during battle. Your front-row and rear-row Soultimate get their Soul Meters refilled over the course of a fight, but the Yo-kai fully forgetting at any given moment with a lot faster. If the Soul Meter is at max enough Soultimate during boss fights, your team members may have several chances to trigger Soultimate moves.



When a Yo-kai's Soul Meter is filled up, you'll see "Ready!" over its icon on the Yo-kai Wheel. Tap "Soultimate," then select the ready Yo-kai you want to use.

Charge Up the Move

Try charge up the power needed to unleash the Soultimate Move; you must perform one of three charging actions, selected randomly. Tip: Break out the ideas for these—it's easier to mess it up if you can use your finger.



This one's pretty easy. Just spin the stylus around and around on the screen.



Trace the lines on screen. Finish tracing three lines, and you're charged up.



Tap on the flying yellow spirits. You charge up a little bit with each one.

Target

The action lets you target a specific enemy. Place a pin on the enemy Yo-kai (or section of a boss Yo-kai) you want to have your team focus their attack on. Once you place the pin, your Yo-kai team targets only the pinned enemy, ignoring everyone else. Pin them if unbelievably brave a pin is done during boss battles when you don't have to.



If there's a foe you want out of the picture first, pin it right when battle begins!

Pin the Whisp!

Wandering spirits called Whisps occasionally float across your battlefield. Try to pin them! If you succeed, you can earn bonuses like items or Soul Meter and HP refills.



You may see blue or gold Whisps. The gold ones often grant you better bonuses.

Items

Use food to replenish Yo-kai Inn or HP or Soul power, or administer medicine to revive unconscious Yo-kai. Some magical ephemera boost a Yo-kai's stats for a short time! Check you use on them, you'll have to wait awhile before you can use another one. Timing can be key here.

You can also give food to Yo-kai from once per battle. Who food an enemy? Well, if you give a Yo-kai its favorite food, you increase the chance it'll befriend you after the fight!

Purify

Use the bottom screen to "purify" Yo-kai that have been Inspirited with status ailments. There are four types of cleansing actions you may be asked to perform. Succeed, and you'll earn extra EXP.



Spin the stylus around the screen to ward off the evil aura.



Tap away to take all the purple spheres.

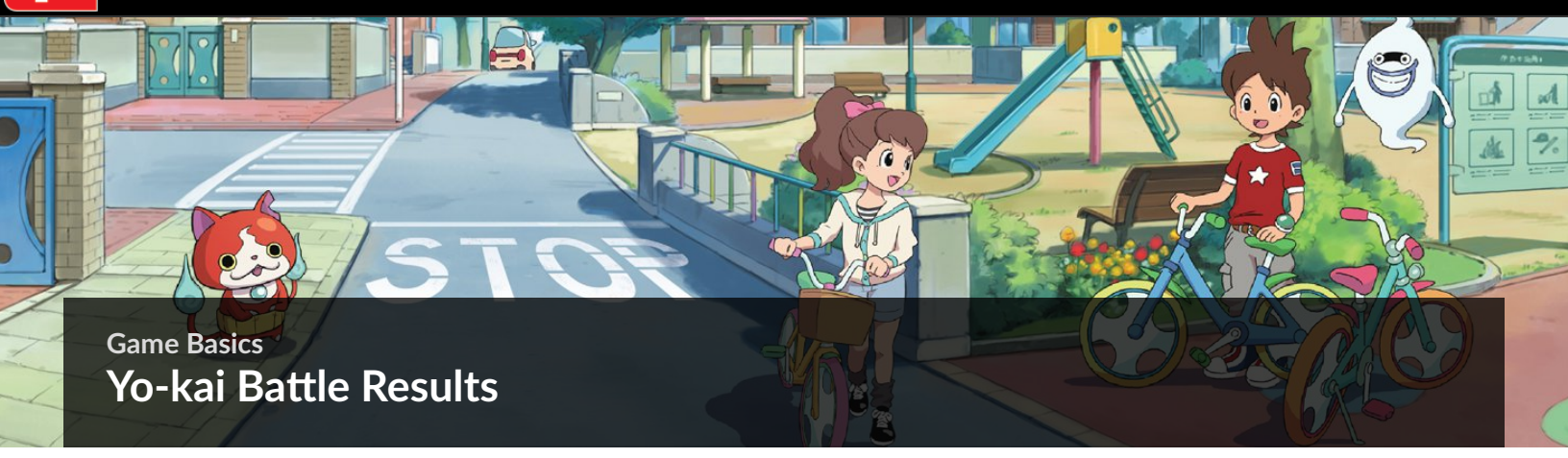
Tap at the screen to crack through the barrier.

Rub away at the screen to clear the haze.

Quick Haul!

Sometimes, you'll see "LUCKY" onscreen, and the purification process will wrap up instantly. You'll also earn a lot more experience than usual.

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Game Basics

Yo-kai Battle Results

Once you defeat the enemy Yo-kai, the Results screen displays. All six of the Yo-kai in your active party are awarded the same amount of experience. Yo-kai in the rear line earn EXP even if they didn't join the battle at all! Any Yo-kai knocked out of battle after their HP hit zero are revived to 1 HP and rewarded with the same amount of EXP as everyone else.

In addition to EXP and money, you may also be rewarded with up to three items. If you're lucky, you might even earn a rare item!

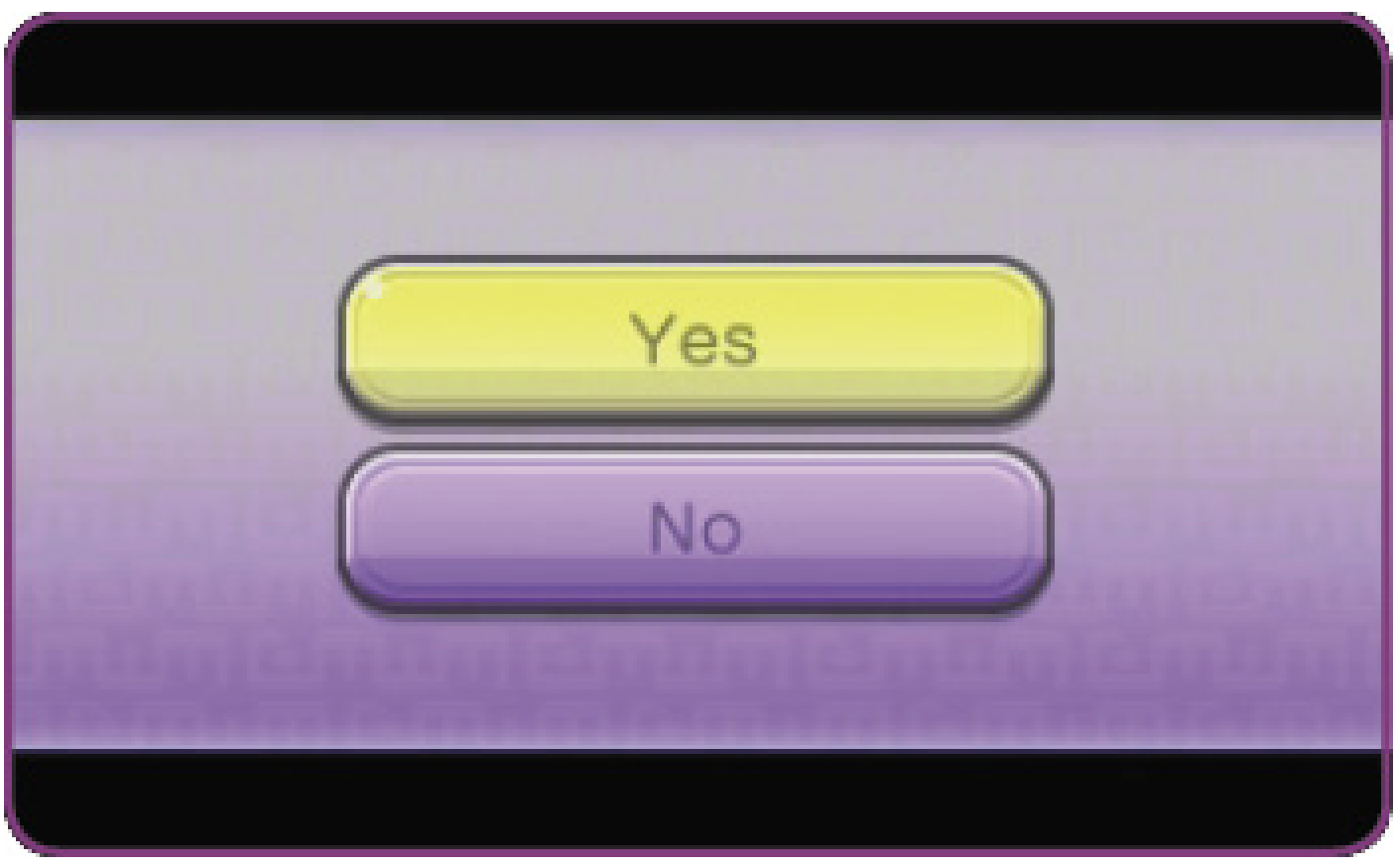


Making New Friends

After you're done in the Results screen, there's a chance that one of the defeated Yo-kai will get back up and ask to befriend you. If you fought a team of three Yo-kai, the one making the request will be selected at random, regardless of which one you defeated first. Only one Yo-kai can ask to join you per battle.



Remember: You'll have an easier time making friends if you give foes their favorite food during battle.



You're free to refuse the request, of course. Which will it be?

Leveling Up Skills

After deploying attacks, Techniques, and Soultimates in battle, your Yo-kai team may see their skill levels for these moves go up in the Results screen. When skill levels go up, damage inflicted on enemies increases! The highest skill level for each type of move is 10.

Unlike regular EXP-based character leveling, skill levels never go up unless a Yo-kai actually engages in the fight. If you want to boost a Yo-kai's skill level, don't leave it in the rear line. Bring it out front, and let it go crazy in battle!

What If You Lose?

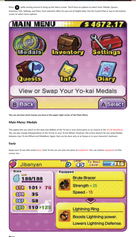
If all of your Yo-kai in possession are knocked out, guess what? You lose. You'll restart the game with all Yo-kai at the same HP and Soul Meter level as before the battle. Also, if you're in a building, you'll be taken back to the entrance. Otherwise, there's no particular penalty.



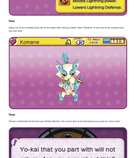
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Menus

Yo-kai Watch 4 is accessed by tapping the Menu button. You'll have access to options to edit your Medals, Quests, Yo-kai Medallium, Yo-kai Spirit Photos, Yo-kai Diary, Yo-kai Spots, Yo-kai Radar, Settings, and Yo-kai Watch Mail.



Medals



You can view from below and also have the option right now to view all the Main Menu.

Main Menu: Medals

Here you can view your Medals and Yo-kai Medallium. You can also swap out your Medals and view your Yo-kai Medallium. Your Medals are the Medals you have equipped to your Yo-kai Watch. You can swap out your Medals with Medals in your Medal Inventory. Your Yo-kai Medallium displays the Yo-kai you've befriended.

Medals

Here you can view your Medals and swap out your Medals with Medals in your Medal Inventory.

Yo-kai Medallium

Here you can view your Yo-kai Medallium. You can also view your Yo-kai Medallium Completion.



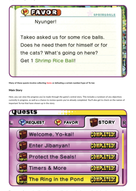
Stats

Here you can view your Yo-kai's stats. You can also view your Yo-kai's Rank and what they're feeding on.



Gear

Here you can view your Yo-kai's gear.



Main Menu: Quests

Here you can view your Quests. You can select one you have chosen and can be completed, as well as the Quests you've completed. You can also view your Yo-kai Watch Mail and delete mail. Each Quest has a description of what you need to do to complete the Quest. Some Quests will also tell you where to go to find the Yo-kai you're looking for.



Requests



Here you can view your Requests.



Favors

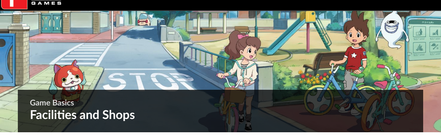
Here you can view your Favors.

Quests



Here you can view your Quests.


Yo-kai Classes Scattered and Gone!
Yo-kai Classes
Yo-kai Watch Challenges
Yo-kai Watch Challenges
Yo-kai Watch Challenges



Game Basics

Facilities and Shops

Springdale is divided into five areas, and each area has its own selection of stores and facilities. Make sure to keep tabs on what you have access to. You'll have a much easier time getting through the game!



The further you get through the game, the more facilities are available.

Stores

Springdale features three types of stores. The Everymart is a convenience store that you'll find in every district. Generally, each Everymart carries the same stuff, although you'll occasionally find limited-edition items. Regular stores sell a variety of things, from bread and candy to hamburgers and other food. Finally, you can buy drinks from vending machines.



You can sell your accumulated items only at convenience stores.



Shopper's Row is lined with all kinds of different stores.



Drinks can be purchased at red vending machines. They aren't available in the blue ones.

Jungle Hunter



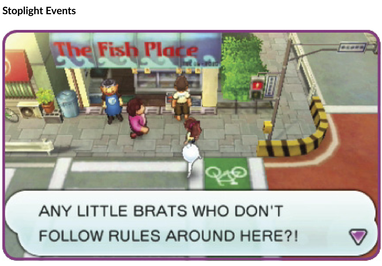
Jungle Hunter is located in the southeast part of Uptown Springdale. Here, you can exchange the insects and fish you've caught for useful items. Some special items can only be acquired here.

Eyepo



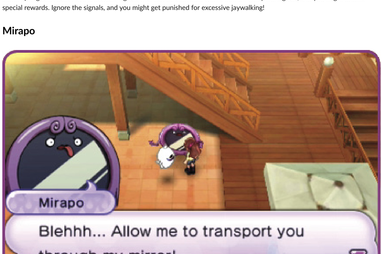
You'll find these glowing creatures in convenience stores, post offices, and banks. They refill your HP and Soul Meter and let you save and rearrange your Yo-kai team. Eyepo locations are marked on your map.

Stoplight Events



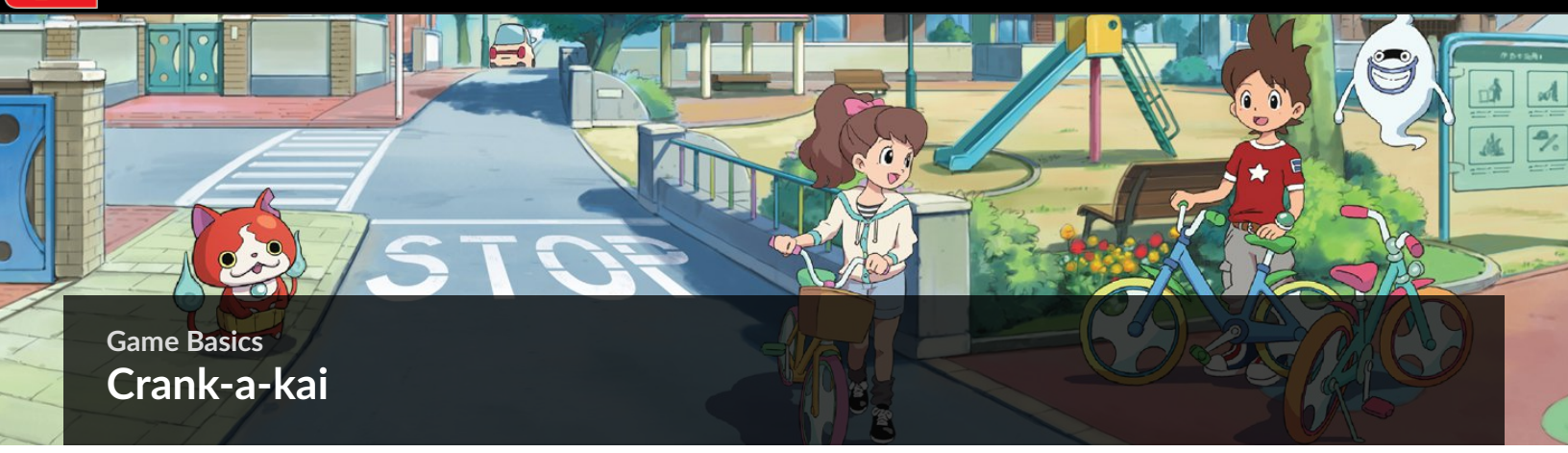
Some Springdale roads have crosswalk signals that can be activated with a button. Obey the signals, and you might unlock special rewards. Ignore the signals, and you might get punished for excessive jaywalking!

Mirapo



This fellow becomes available starting in Chapter 9. Talk to a Mirapo to warp instantly to any place where another Mirapo is located. Once you unlock this, you'll be able to zoom around town a lot faster.

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Game Basics

Crank-a-kai

At the root of the great tree past the Mt. Wildwood Shrine, you'll find the Crank-a-kai that produced your new buddy Whisper at the game's beginning. Put in a special coin (see below) and spin the crank to acquire rare Yo-kai friends or special items you'd have trouble finding anywhere else. You can access the Crank-a-kai up to three times per day (in game time) once you reach Chapter 2.

Crank-a-kai Coins

"Crank-a-kai coins" is the generic term for the eight types of colored coins you'll find in treasure chests and elsewhere, as well as the Special Coins and Excitement Coins you can obtain via passwords. These are the coins you'll generally use to crank the machine.



The Yo-kai you acquire from the Crank-a-kai depends on the type of coin you use.

Play Coins



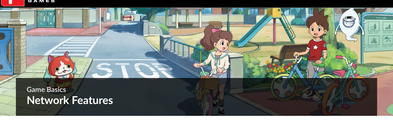
You can also use 10 Play Coins to spin the Crank-a-kai. However, the Yo-kai produced won't be as rare as usual. If you have any Crank-a-kai coins on hand, it's better to use those first.

You earn Play Coins by walking around while your 3DS is in standby mode.

Crank It Three Times per Day!

The Crank-a-kai disappears once you spin it three times in any given day. You'll need to wait until your 3DS's internal clock hits 6 a.m. the next day for the Crank-a-kai to return. Try to collect as many coins as possible until you have a chance to spin it again.

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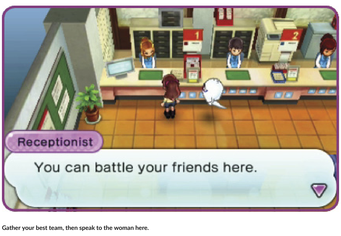
Game Basics

Network Features

Yo-kai Watch has all kinds of features that take advantage of your 3DS's connectivity. Access most of these at Lambert Post Office in Uptown Springdale. You can interact and fight with other players and access the game server to earn new Yo-kai and items.

PvP: Battle with a Buddy!

You can engage in battles against enemy Yo-kai squads managed by other human players. Make sure Wireless is on, then visit Window 1 at Lambert Post Office and speak to the receptionist. If you're starting the battle, select "Start Battle." If not, select "Join Battle." Once the starting player selects a battle stage and the other player joins, the fight soon begins. There's no complex configuration required; it's super easy to jump right into a match.



Gather your best team, then speak to the woman here.



Once you start or join a battle, you see your rank and the average level of your six active Yo-kai.

Rank Up!

Winning online battles earns you points. When you hit certain point milestones, you rank up, and the title attached to your name changes. However, if you have a long enough losing streak, your title progression can actually take backward steps.



How PvP Battle Differs

In a PvP fight, every participant's Soul Meter on both teams starts at zero. Once you rotate the Yo-kai Wheel, you can't move it again for three seconds. You can't give items to any Yo-kai, and if you win, you can't befriend your foe's Yo-kai.

StreetPass

Speak to the landlord at Wayfarer Manor in the middle of Blossom Heights and agree to manage the property. This gives you access to the game's StreetPass features. If you pass by another 3DS system that also has StreetPass activated for this software, one of that player's Yo-kai friends will automatically move into Wayfarer Manor as a "wandering Yo-kai." The manor has 10 Yo-kai rooms, so you can keep a maximum of 10 Yo-kai earned via StreetPass.



Talk to the Wayfarer Manor landlord to turn on StreetPass.

What Is StreetPass?

Every Nintendo 3DS system has StreetPass, a wireless feature that allows users to exchange "tags" that include Mii characters and game data. When StreetPass is enabled, it works even when your 3DS is in sleep mode, and it automatically connects when another 3DS carrier moves within your console's range.

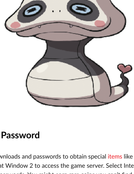
Battle the Wanderers!

Enter one of the Manor's occupied rooms and talk to the Yo-kai inside. The creature gives you an item gift. Then, if your character is ranked high enough, you can choose to fight the wandering spirit. Win, and you may have a chance to befriend it. (Note that you cannot befriend Rare, Legend, or S-rank Yo-kai.)



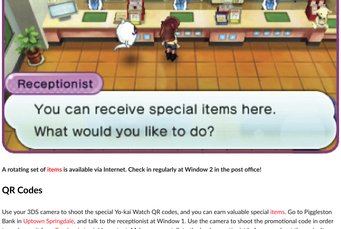
Watch for Rare Yo-kai!

A reclusive Yo-kai named Pandarolex occasionally visits Wayfarer Manor. If it has a room, the landlord will tell you. This is the only way to find and befriend this extremely rare Yo-kai!



Internet Download and Password

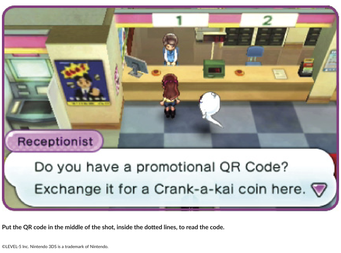
Connect to the Internet and use downloads and passwords to obtain special items like Crank-a-kai coins. Visit the Lambert Post Office, and talk to the woman at Window 2 to access the game server. Select Internet Download to receive distributed items, or select Password to enter passwords. You might earn rare coins you can't find anywhere else!



A rotating set of items is available via Internet. Check in regularly at Window 2 in the post office!

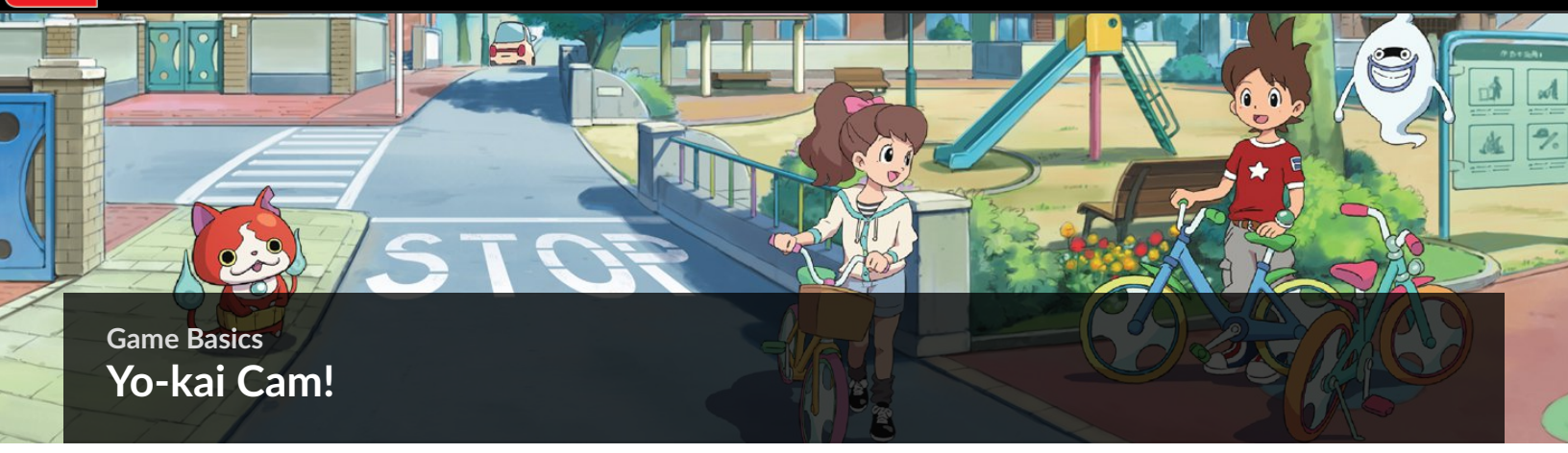
QR Codes

Use your 3DS camera to shoot the special Yo-kai Watch QR codes, and you can earn valuable special items. Go to Piggleton Bank in Uptown Springdale, and talk to the receptionist at Window 1. Use the camera to shoot the promotional code in order to exchange it for a Crank-a-kai coin! Important: Make sure you talk to the bank receptionist before you shoot the code. It won't work if you try taking the picture from the Home Screen.



Put the QR code in the middle of the shot, inside the dotted lines, to read the code.

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Game Basics

Yo-kai Cam!

Once you make it to Chapter 2, you can access this fun feature. Select "Yo-kai Cam" from the bottom of the title screen, and then use your 3DS to take a face-only shot of someone nearby. (Make sure your subject's face is centered in the onscreen circle and that "OK!" appears on the screen.) Once you take the picture, a Yo-kai will appear next to the person. It'll also be added to the Yo-kai Medallium, if you don't have it already.



Make sure your subject's looking straight at the camera. Side photos won't work.

Take the Challenge!

When you select Yo-kai Cam from the title screen, the mode issues a random challenge. It can run a range of topics, from tribes to how the Yo-kai looks. If you shoot a Yo-kai that matches the challenge, you'll earn a bonus item. You can also earn bonus items regularly once you shoot enough Yo-kai. Keep snapping pictures, and earn as many bonuses as you can!

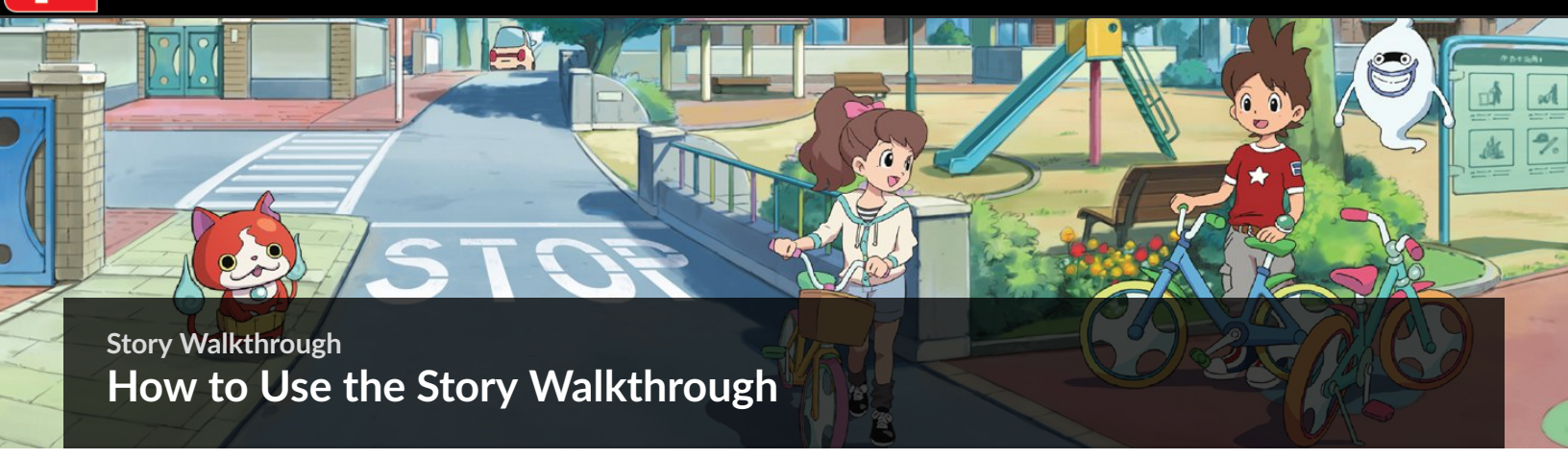


You'll earn your first reward once you shoot your first photo. More rewards will come with every picture.

Reap Your Rewards!

Once you earn a Yo-kai Cam reward, march directly over to Lambert Post Office. Talk to the receptionist at Window 3, and you'll receive the reward item. She'll keep up to 32 items on hold for you, too.

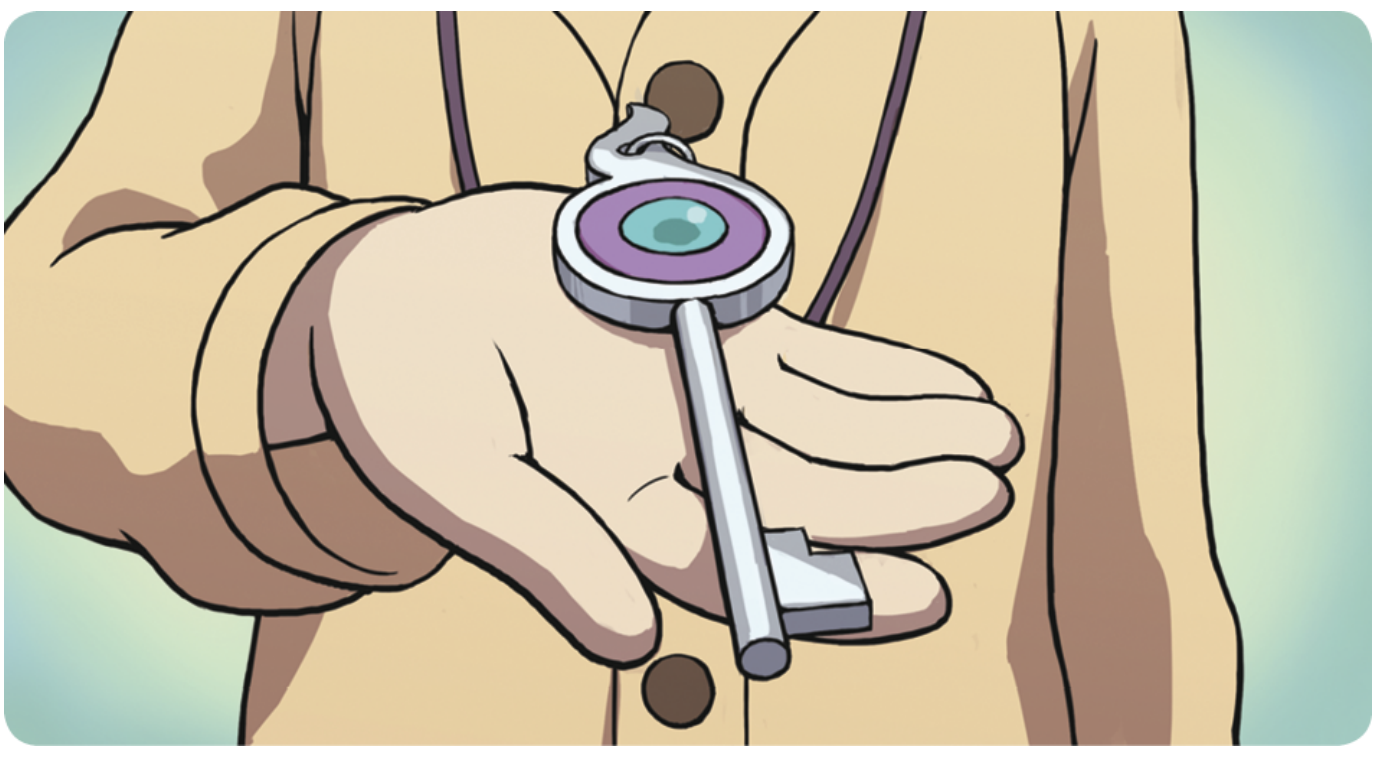
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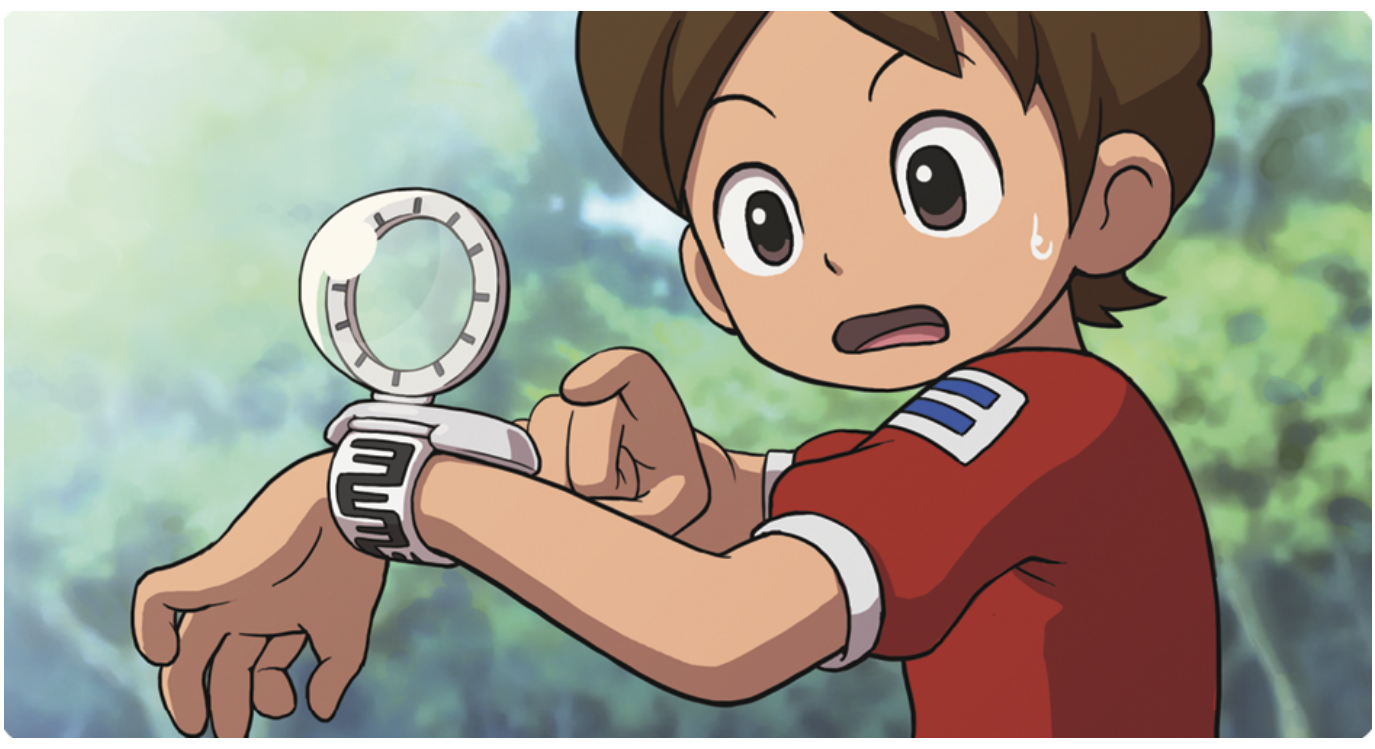


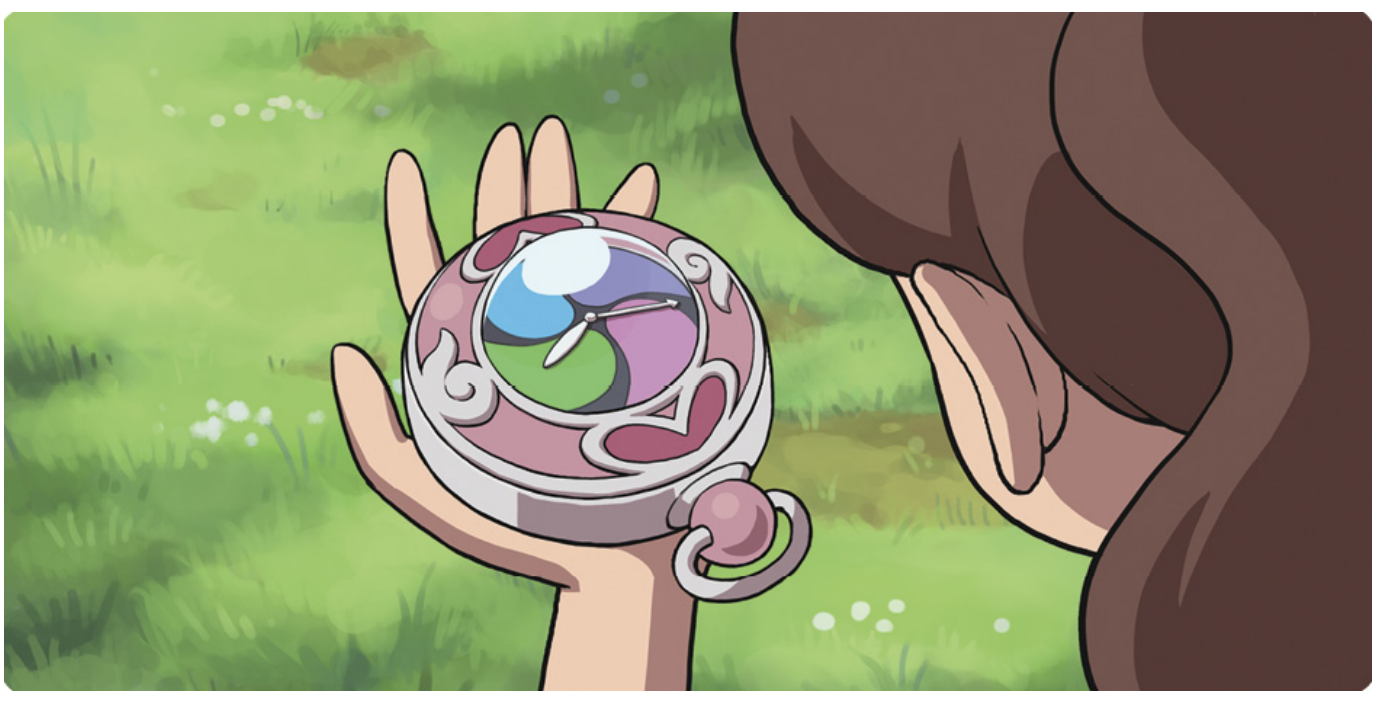
Story Walkthrough

How to Use the Story Walkthrough

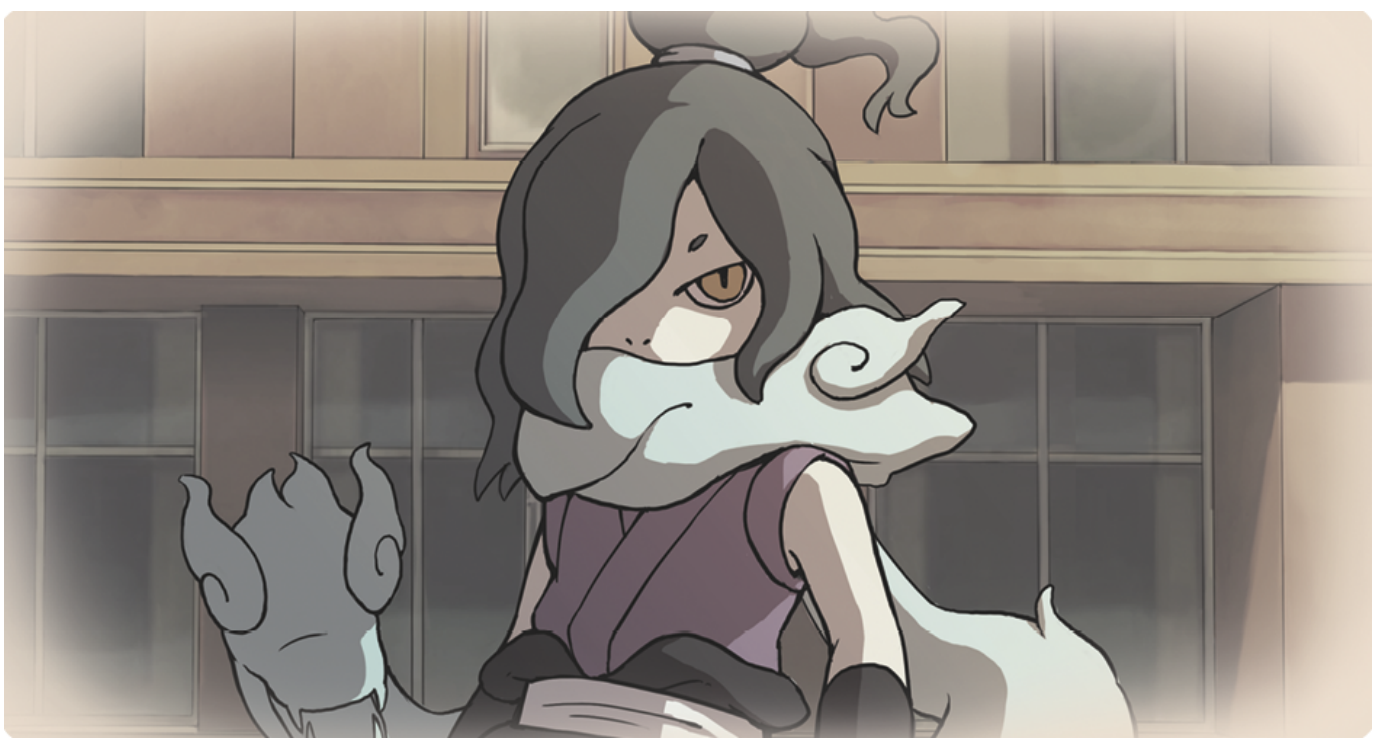
This section covers the game's 11 main story chapters, along with a special hidden Yo-kai world you can explore in the Epilogue. These chapter walkthroughs include coverage of every boss Yo-kai battle, so you've got everything you need here to complete the central narrative of Yo-kai Watch.











Story Chart

This lists all objectives for the story chapter. Many are simple or self-evident, and you're trusted to complete them on your own. But some are more complicated or have tricky steps. These either get a callout box with tips for efficient completion or get addressed in the Special Advice or Boss Strategy sections.

Special Advice

This provides more in-depth commentary on important parts of the story chapter. You also get an overview of the chapter's interior areas (if any), including advice on how to move through them efficiently.

Boss Strategy

In most chapters, you'll fight against a frightening boss Yo-kai. This gives detailed info, strategy, and recommended levels.

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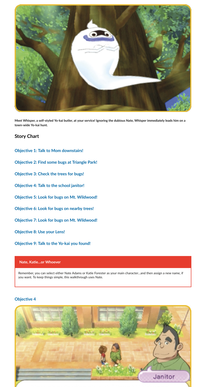


Yo-kai Medallion
Chapter 1: Welcome, Yo-kai!

Meet Your Butler

One summer day, Nate Adams goes out on a bug-hunting expedition. On Mt. Wildwood, he discovers an odd sort of vending machine. When he feeds it a coin and examines the ball that pops out, Nate misses Whisper, a friendly Yo-kai spirit. Whisper gives Nate a mysterious watch. Soon, they're off in town to search for more Yo-kai!

"Feed me! Feed meeeeeee!" Nate follows the mystery voice's instructions, and your Yo-kai adventure begins!



Next Whisper, a ref-stalk Yo-kai butler, at your service! Ignoring the dubious Nate, Whisper immediately leads him on a town-wide Yo-kai hunt.

Story Chart

Objective 1: Talk to Mom downstairs!

Objective 2: Find some bugs at Triangle Park!

Objective 3: Check the trees for bugs!

Objective 4: Talk to the school janitor!

Objective 5: Look for bugs on Mt. Wildwood!

Objective 6: Look for bugs on nearby trees!

Objective 7: Look for bugs on Mt. Wildwood!

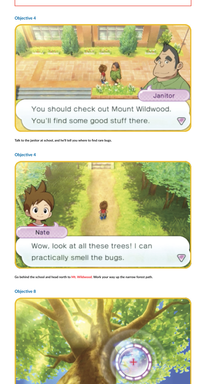
Objective 8: Use your Lens!

Objective 9: Talk to the Yo-kai you found!

Nate, Katie, or Whisper

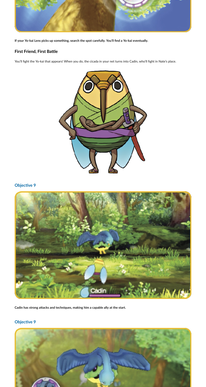
Remember, you can select either Nate Adams or Katie Forester as your main character, and then assign a new name. If you want, To keep things simple, this walkthrough uses Nate.

Objective 4



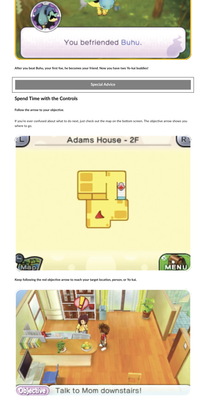
Talk to the janitor at school, and he'll tell you where to find rare bugs.

Objective 6



Go behind the school and head north to Mt. Wildwood. Work your way up the narrow forest path.

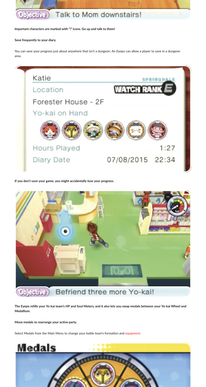
Objective 8



If your Yo-kai runs amiss or something, search the spot carefully. You'll find a Yo-kai eventually.

First Friend, First Battle

You'll fight the Yo-kai that appears! When you do, the cicada in your net turns into Cadin, who'll fight in Nate's place.

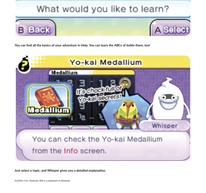


Objective 9



Cadin has strong attacks and techniques, making him a capable ally at the start.

Objective 9



After you beat Buhu, your first foe, he becomes your friend. Now you have two Yo-kai buddies!

Special Advice

Spend Time with the Controls

Follow the arrow in your objective.

If you're ever confused about what to do next, just check out the map on the bottom screen. The objective arrow shows you where to go.

Keep following the red objective arrow to reach your target location, person, or Yo-kai.

Important characters are marked with "!" icons. Go up and talk to them!

Save frequently to your diary.

You can save your progress just about anywhere that isn't a dungeon. An Eyegor can allow a player to save in a dungeon area.

If you don't save your game, you might accidentally lose your progress.

The Eyegor refills your Yo-kai team's HP and Soul Meters, and it also lets you swap medals between your Yo-kai Wheel and Medallium.

Move medals to rearrange your active party.

Select Medals from the Main Menu to change your battle team's formation and equipment.

Arrange your Yo-kai medals to determine which allies are on the front or rear lines.

Examine your Yo-kai team's skills, stats, elemental affinities, and combat moves in the Yo-kai Medibook!

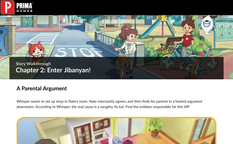
Get help from Whisper.

Yo-kai Watch has a fantastic in-game Help system. Refer to it if you're unclear about anything. You can access all of the in-game tutorials, plus much, much more.

You can find all the basics of your adventure in Help. You can learn the ABCs of battle there, too!

And select a topic, and Whisper gives you a detailed explanation.

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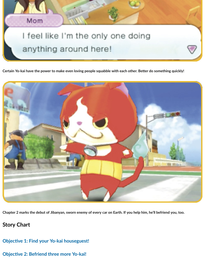


Story Walkthrough

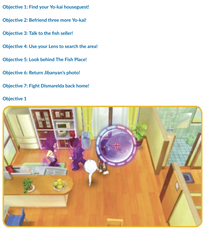
Chapter 2: Enter Jibanyan!

A Parental Argument

Whisper wants to set up shop in Nate's room. Nate reluctantly agrees, and then finds his parents in a heated argument downstairs. According to Whisper, the real cause is a naughty Yo-kai. Find the outdoor responsible for this rift!



Certain Yo-kai have the power to make even loving people squabble with each other. Better do something quickly!



Chapter 2 marks the debut of Jibanyan, sworn enemy of every cat on Earth. If you help him, he'll befriend you, too.

Story Chart

Objective 1: Find your Yo-kai houseguest!

Objective 2: Befriend three more Yo-kai!

Objective 3: Talk to the fish seller!

Objective 4: Use your Lens to search the area!

Objective 5: Look behind The Fish Place!

Objective 6: Return Jibanyan's photo!

Objective 7: Fight Dismantida back home!

Objective 1

Use the Yo-kai Lens to search the area near your parents. You'll discover Dismantida!

COMBAT TIPS



You'll be fighting a series of Yo-kai battles, so don't forget to buy some recovery items.

Recommended Yo-kai

Cotta-nah

Cotta-nah may be E-rank, but his attacks pack a punch. He's only available in the Abandoned Tunnel on Mt. Whitewind.



Hungrampa

Hungrampa is your main healer early on. His skill is a great help, too.



Special Advice

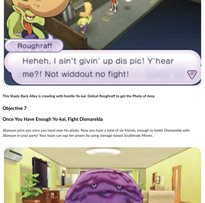
Search Uptown Springdale for Yo-kai

Objective 2

You found Dismantida, but you don't have enough Yo-kai friends to defeat her yet. Head outside, and try to recruit more allies. Nate's parents have left for work, leaving Lee (in addition to Carlin and Buhu) to help fill out your team's front and rear lines. Follow your Yo-kai Watch and track down more.



Yo-kai are lurking uptown. Once you get a radar alert, use your Yo-kai Lens.



Under cars, up in trees, in tall grass...your search picks up readings in all kinds of places.

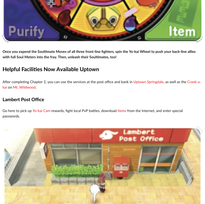
Objective 3

Head for Back Alleys Where Yo-kai Gather

Once three more Yo-kai friends join Carlin and Buhu in your active party (for a total of the Yo-kai medals in your Yo-kai Wheel), you trigger an event. You'll be asked to find a more powerful Yo-kai. Jibanyan, who's near the fish shop. Sadly, Jibanyan is moping over a photo that another Yo-kai stole from him. You must get that photo back before he can help you.



When tracking down Jibanyan's photo, look for this alley entrance in the building's shadow. It's difficult to spot, but just keep following the map arrow.

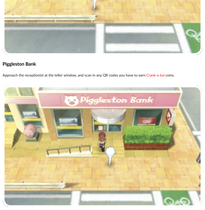


This Shady Back Alley is crawling with hostile Yo-kai. Defeat Roughraff to get the Photo of Amy.

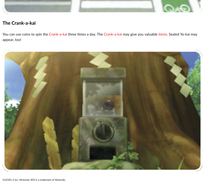
Objective 7

Once You Have Enough Yo-kai, Fight Dismantida

Jibanyan joins you once you have used over 5k photos. Now you have a total of six friends, enough to battle Dismantida with Jibanyan in your party! Your team can use her power by using damage-based Soultimate Moves.



Use Soultimate Moves to pummel your foe before the battle goes on too long.



Once you expend the Soultimate Moves of all three from the fighters, spin the Yo-kai Wheel to push your back line allies with full Soul Meters into the fray. Then, unleash their Soultimates, too!

Helpful Facilities Now Available Uptown

After completing Chapter 2, you can use the services at the post office and bank in Uptown Springdale, as well as the Crank-a-kal at Mt. Whitewind.

Lambert Post Office

Go here to pick up Yo-kai Care rewards, fight local PvP battles, download items from the Internet, and enter special passwords.

Piggleton Bank

Approach the receptionist at the teller window, and scan in any QR codes you have to earn Crank-a-kal coins.

The Crank-a-kal

You can use coins to spin the Crank-a-kal three times a day. The Crank-a-kal may give you valuable items. Scales! Yo-kai may appear, too!

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Who Is This Shady Businessman?

Nate's friend Katie is troubled. Apparently, she got into a "stupid fight" with a good friend. However, it's really all a trick, triggered by a Tri-kai named Tattletell. She and the other Tri-kai are starting to get downright mean because of a certain suspicious incident. Time to start investigating!



Note: Remember the story changes slightly depending on whether you're controlling Nate or Katie. If you're Katie, it's Nate you need to help out!



A powerful boss awaits you at the end of the chapter! Make sure your Yo-kai are leveled up high enough.

CONNECT TIPS

How Do You Build Up Soul Power?

A Yo-kai's Soul Meter drops to zero when you unleash its Soultimate Move. The meter takes time to fill back up again. While waiting, place a target pin on any Yo-kai currently trailing in battle to focus your team's fire. Hitting a pin increases the rate at which you gain Soul power. Attacking an Inspirited Yo-kai also dramatically improves the rate that Soul Meter replenishes.



Attack a lashing or Inspirited Yo-kai, and you'll earn more Soul than usual. Pin point!

Story Chart

Objective 1: Meet Katie at Triangle Park!

Objective 2: Help Katie with her friend!

Objective 3: Reunite Katie with her friend!

Objective 4: Find the shady businessman!

Objective 5: Investigate the four seals!

Objective 6: Fix the final seal!

Objective 2



Search the riverbed in Uptown Springdale to discover Tattletell and gain a new Yo-kai ally.

Objective 3



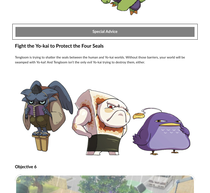
Tattletell is a better friend than she seems initially. Her healing abilities can come in pretty handy.

Objective 4



See that businessman standing a strange aura in front of the post office? What's he up to?

Objective 4

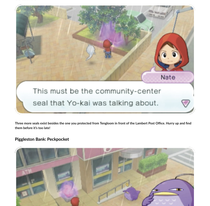


The man was actually Tengloom in disguise. Watch out for his Inspiriting and Technique!

Recommended Yo-kai

Nowsa

Nowsa is a good tank—and very strong against Slimamander's foe.



Roughoff

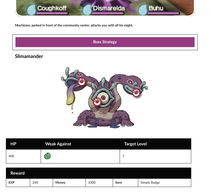
Roughoff's strengths include massive firepower and resistance to the fire element. He can also counter with his skill.



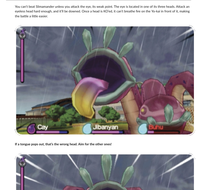
Special Advice

Fight the Yo-kai to Protect the Four Seals

Tengloom is trying to shatter the seals between the human and Yo-kai worlds. Without those barriers, your world will be overrun with Yo-kai! Yank Tengloom out! Like only he'll be trying to destroy them, either.

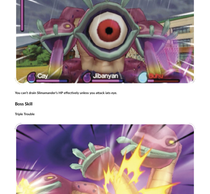


Objective 6



Three more seals exist besides the one you protected from Tengloom in front of the Lambert Post Office. Hurry up and find them before it's too late!

Piggieton Bank: Peckpocket



Peckpocket threatens the seal in front of the bank. It's got a nasty Steamh skill on its side.

Community Center: Machismo



Machismo, parked in front of the community center, attacks you with all its might.

Boss Strategy

Slimamander

XP	Weak Against	Target Level
400		7

Reward

EXP	240	Money	1000	Item	Grade Bulge

You can't beat Slimamander unless you attack the eye, its weak point. The eye is located in one of its three heads. Attack an useless head (not enough, we'll be downed. Once a head is HUGE, it can't breathe fire on the Yo-kai in front of it, making the battle a little easier.

If a tongue pops out, that's the wrong head. Aim for the other one!



You can't drain Slimamander's HP effectively unless you attack one eye.

Boss Skill

Triple Trouble

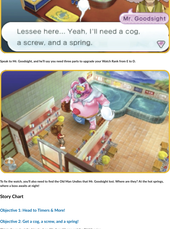
Slimamander can use this terrifying attack only when all three heads are intact. Defeat one of the heads to knock Triple Trouble out of its arsenal!

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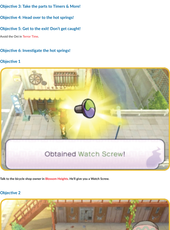
Chapter 4: Timers & More

Power Up That Watch

Because you're starting to be powerful for hot for Stronamaton, Whisper suggests you search for some stronger Tik for for Watch Mainstays. Talk to Mr. Goodsight in Bloxxen Heights to find out that Watch is located in up. Those is there a watch shop in Bloxxen Heights, can manage the job for you. Get going!



Speak to Mr. Goodsight, and he'll say you need three parts to upgrade your Watch Rank from 5 to 15.



To fix the watch, you'll also need to find the Old Man Undies that Mr. Goodsight lost. Where are they? At the hot springs, where a boss awaits at night!

Story Chart

Objective 1: Head to Timers & More!

Objective 2: Get a cog, a screw, and a spring!

Obtain the parts at the bicycle shop, Mayhaven Manor, and the Old Mansion.

Objective 3: Take the parts to Timers & More!

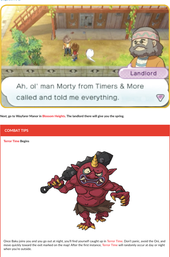
Objective 4: Head over to the hot springs!

Objective 5: Get to the exit! Don't get caught!

Avoid the Stink Horse Trees.

Objective 6: Investigate the hot springs!

Objective 1



Talk to the bicycle shop owner in Bloxxen Heights. He'll give you a Watch Screw.

Objective 2



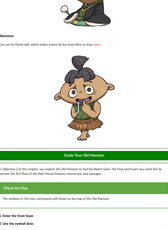
Next, go to Mayhaven Manor in Bloxxen Heights. The landlord there will give you the spring.

COMBAT TIPS

Terror Tree Begins



Once Baby joins you and you go out at night, you'll find yourself caught up in Terror Trees. Don't panic, avoid the Chia and Stink Horse Trees, and head northeast to the chapel. After the first encounter, Terror Trees will randomly occur on the map at night when you're outside.



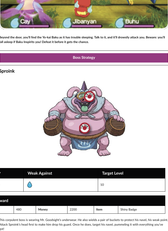
Reach the door panels, and you'll escape.



Hide from the assorted Oni roaming around...especially the big guy, Gargoros.



Keep an eye out for hiding places and visit Oni treasure boxes.



Use the map on the bottom screen to see where the Oni are lurking.

Recommended To Get

D'warma

Well-balanced and boasting useful skills, such as healing.



Mainstaton

Can use his Grand skill, which makes money 1k but more likely to drop items.



Guide Your Old Mansion

In Objective 2 of this chapter, you explore the Old Mansion to find the Watch Gear—the final watch part you need. But be warned: the first floor of the Main House features several new enemies.

Check the Map

The numbers in this tour correspond with those on the map of the Old Mansion.

1: Enter the front foyer.

2: Use the eyeball door.

The eyeball door extracts spare, bidding you pressed. Just one problem: it's one way only!

3: Drop through the hole in the attic.

Climb the ladder up to the attic, and then hop down through the hole to the first floor.

4: Get the Old Mansion Key.

Find the key inside the box in the northwest corner. Use it to open the locked door just inside the house's main entryway.

5: Defeat Baby to get the Watch Gear!

Beyond the door, you'll find the 1st Red Boss as it has trouble sleeping. Talk to it, and it'll dreamily attack you. Because you'll fall asleep if Baby inspires your Distract it before it gets the chance.

Boss Strategy

Sprunk

HP	Weak Against	Target Level
100		15

Reward					
EXP	300	Money	2200	Item	Shiny Stripe

This uncooked boss is wearing Mr. Goodsight's underwear. He also wields a pair of buckets to protect his sweet, his weak points aren't apparent, Sprunk's head fool to make him stop his guard. Once he does, target his weak, pummeling it with everything you've got.

If Sprunk hits you with Slippery Soap, you might be unable to take action!

Hit Sprunk's face enough, and he'll reveal his navel. Now you can hit him even harder!

Boss Skill

Squashing Butt

If you keep hitting his navel after he turns red, he'll unleash his blistering power move, Squashing Butt. Target his head while he's not to prevent this!

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Boss Walkthrough

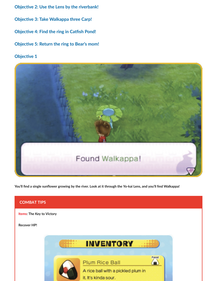
Chapter 5: The Ring in the Pond

Find That Ring

Bear runs up to Nate, anxiously upset about something. Apparently, Bear's lost his mother's precious engagement ring. What's more, the loss has caused his mom to consider leaving her parts unknown! Bear lost the ring at Catfish Pond. Befriend Walkappa, an expert at swimming, and go look for the ring!



Apparently, Bear decided to use a ring as fish bait, believing a rumor that the really big fish like shiny objects.



As you search for the ring with your Yo-kai, something astounding pops out of Catfish Pond!

Story Chart

Objective 1: Find a kappa on the riverbank!

Objective 2: Use the Lens by the riverbank!

Objective 3: Take Walkappa three Carp!

Objective 4: Find the ring in Catfish Pond!

Objective 5: Return the ring to Bear's mom!

Objective 1



You'll find a staple sunflower growing by the river. Look at it through the Yo-kai Lens, and you'll find Walkappa!

COMBAT TIPS

Items: The Key to Victory

Recover HP!



Visit shops frequently to replenish your stock of healing items.

Recover Soul!

Use Y-Cola or Soul Tea to refill a Yo-kai's Soul Meter and bring on the Soulmotion!

Change Attitudes!



Use a book to change a Yo-kai's attitude, redefining the action it prefers to take in battle.

Recommended Yo-kai

Helmsman



Armsman

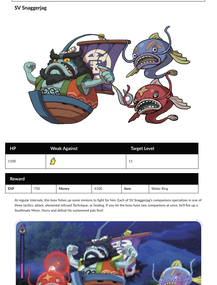
Fuse these two Yo-kai to create the powerful Nouknight.

Special Advice

To Catch a Carp

Objective 3

Walkappa gives you a Fishing Rod, but to befriend the fellow, you need to catch and deliver at least three Carp. Grab your rod and get moving!



When you're near water and see the magnifying glass icon, press A to cast your rod.



You can fish for Carp from the riverbank where you met Walkappa. Catch three, and give them to him.

New Facilities

Starting with Chapter 2, you'll have access to two new places to visit:

Jungle Hunter

Trade in fish and insects here for items!

Shotzo Temple

Starting with Chapter 5, you can ask Mr. Zen at Shotzo Temple to fuse Yo-kai and/or items for you to power them up.

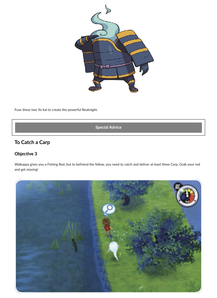
Boss Strategy

SV Snaggerjag

HP	Weak Against		Target Level
5100			11

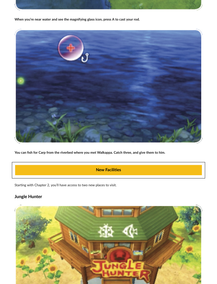
Reward					
EXP	750	Money	4100	Item	Water Ring

At regular intervals, this boss follow-up curse misisons to fight for him. Each of SV Snaggerjag's companions specializes in one of the following: Water, Earth, Wind, and Fire. Defeat them, and Snaggerjag will be by his lot the boss have two companions at once, he'll fire up a Soulmotion. Wow. Hunts and defeat the summoned one first.

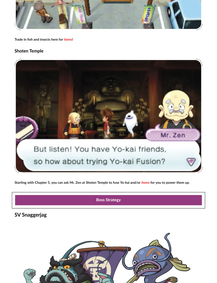


When the boss starts fishing, put a pin on his minions to focus the attack on them!

The Minions



Grumpus: A physical fish, this fellow attacks by tackling.



Meditatum: Uses Fishy Fishy Haul to keep the boss healthy.

Shuter: Attacks with his water-element Technique, Squirt Gun.

Boss Skill

A Fisher's Life

Summons a major minion named Tachrump to deal major damage to your whole party.

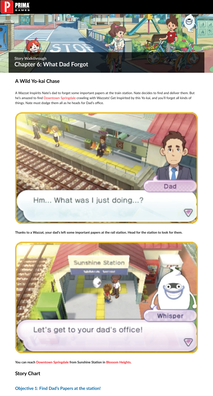
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Story Walkthrough

Chapter 6: What Dad Forgot

A Wild Yo-kai Chase

A Mizzuki Inspirits Yo-kai's had to forget some important papers at the train station. Nate decides to find and deliver them. But he's amazed to find Downtown Springdale crawling with Mizzuki! Get Inspirited by this Yo-kai, and you'll forget all kinds of things. Take most dodge them all as Nate heads for Dad's office.



Thanks for a Mizzuki, your dad's left some important papers at the rail station. Head for the station to look for them.



You can reach Downtown Springdale from Sunshine Station in Blossom Heights.

Story Chart

Objective 1: Find Dad's Papers at the station!

Objective 2: Take the train downtown!

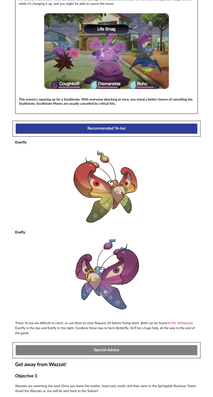
Objective 3: Find your dad before his meeting!

Objective 4: Take the train home!

Objective 5: Chase down Mizzuki!

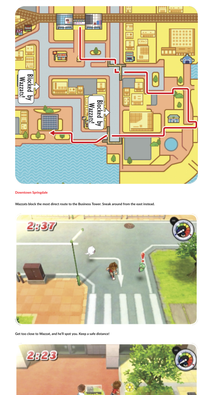
Talk to the Mizzuki in Uptown Springdale, and it'll tashtwod you.

Objective 1



Get the office papers from the agent at Sunshine Station. Then, board the train for downtown.

Objective 2

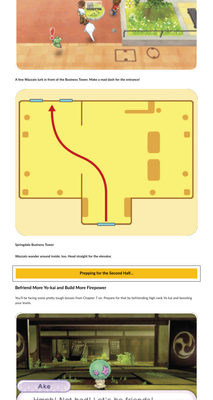


The moment you reach Downtown Springdale, a Mizzuki immediately Inspirits Whisper...this is turning into a Yo-kai fiasco!

COMBAT TIPS

Shut Down Your Foes' Soulmates!

An enemy's Soulmate Move can cause serious damage if it hits, as well as make Yo-kai become Inspirited. Target the foe while it's charging it up, and you might be able to cancel the move.



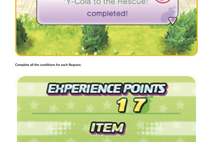
This enemy's squaring up for a Soulmate. With everyone attacking at once, you stand a better chance of cancelling the Soulmate. Soulmate Moves are usually cancelled by critical hits.

Recommended Yo-kai

Everfly



Everfly



These Yo-kai are difficult to catch, so use them to clear Request 24 before trying them. Both can be found in Mt. Whitetail. Everfly is the day and firefly in the night. Combine these two to form Butterfly. He'll be a huge help, all the way to the end of the game.

Special Advice

Get away from Mazzie!

Objective 3

Mizzuki are swarming the area! Once you leave the station, head east, south, and then west to the Springdale Business Tower. Avoid the Mizzuki or you will be sent back to the Station!



Mizzuki block the most direct route to the Business Tower. Sneak around from the east instead.

Get too close to Mizzuki, and he'll spot you. Keep a safe distance!

A few Mizzuki lurk in front of the Business Tower. Make a mad dash for the entrance!

Springdale Business Tower

Mizzuki wander around inside, too. Head straight for the elevator.

Prepping for the Second Half...

Befriend More Yo-kai and Build More Firepower

You'll be facing some pretty tough bosses from Chapter 7 on. Prepare for that by befriending high-rank Yo-kai and boosting their levels.

Go inside buildings and alleys, and keep fighting Yo-kai! The more friends you earn, the better.

Which Yo-kai should you use? Don't forget about the Unity effect of tribes as you build a battle formation.

Earn Rewards for Requests and Favors

Taking on Requests and Favors can earn you Items, EXP, and even new Yo-kai to befriend.

People with Requests have blue talk icons overhead, whereas folks who want Favors have orange talk icons overhead.

Complete all the conditions for each Request.

The EXP you earn from helping people can really boost your levels!

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Story Mode Level

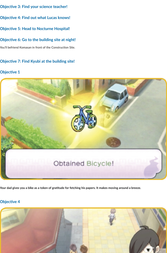
Chapter 7: Kyubi the Bully

Trouble on Flower Road

At the bookstore, Nate hurts that Flower Road is slated to be demolished. Ever since word began, though, the area has been overrun with construction. Nate, Kyubi, Lucas, Tantroni, Signiblade, Joanyan, Beaton, and Tattletail (who features Hospital Kyubi) challenge him to race at the downtown Construction Site at night. Could this be a trap?



Who could be behind the eerie events at Flower Road? Kyubi seems to know, but...



Search the Construction Site for Kyubi. What's causing all that rumbling?

Story Chart

Objective 1: Ride your bike to Flower Road!

Objective 2: Go to the Settle In Bookstore!

Enter the bookstore at Springdale Flower Road.

Objective 3: Find your science teacher!

Objective 4: Find out what Lucas knows!

Objective 5: Head to Nocturne Hospital!

Objective 6: Go to the building site at night!

Buy Freshwater Food or Food at the Construction Site.

Objective 7: Find Kyubi at the building site!

Objective 1



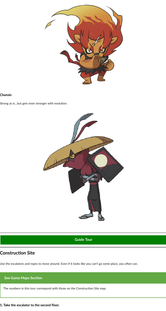
Your dad gives you a bike as a token of gratitude for fetching his papers. It makes moving around a breeze.

Objective 4



Lucas, a kid who was near where the incident took place, can tell you where Kyubi is.

Objective 4



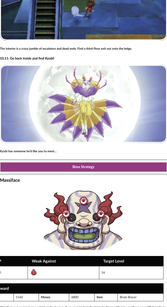
There's a Watch Kiosk in front of the incident site. You'll need Watch Rank C to open it up.

Is Your Watch Rank C Yet?

To reach Watch Rank C, you must defeat the three Yo-kai found in afternoons in Downtown Springdale. Beat Mr. Gaslight at Towns to Meet and Jake by Hattie.



Delivery Boy, Beat the Tantroni along the path.



Retired Frontier's Place, Find the Soapstain in this back alley.



Academy Shortcut, Hunt down a Signiblade at the shortcut.

Recommended Yo-kai

Blaston

Uses a fire-infused Technique, which Hitmeiface is weak against.





Construction Site

Use the escalators and ropes to move around. Even if it looks like you can't go some place, you often can.

See Game Maps Section

The numbers in this tour correspond with those on the Construction Site map.

1: Take the escalator to the second floor.
2: Listen to the strange rumbling.
3: Crawl under the shelves.

Dead end! No worries. Go up to the shelves...and you'll crawl directly under them. Keep going!

4: Don't fall!

Be careful crossing the beams. A single misstep, and you're going down. And, if you fall, you're surrounded by hostile Yo-kai.

5: Take the rope down to the first floor.
6: Take the escalator up to the second floor.
7-8: When you find the beam's eyes on you, take the rope to the third floor!
9: Follow the ledge outside.

The interior is a crazy jumble of escalators and dead ends. Find a third floor exit out onto the ledge.

SCLS: Go back inside and find Kyubi!

Kyubi has someone he'd like you to meet...

Boss Strategy

Massface

XP	Weak Against			Target Level	
1800				34	

Reward

EXP	1320	Money	6800	Item	Boss Brace

Massface can summon out whole party at once. If you just keep Inflammotion Boss with him, you'll be your HP shrinks to nothing quickly. Target his core first to clear them! That lowers his hit percentage, causing Massface to miss most of his attacks. Use that moment to attack the rest on the head.

Okay, so he's a big clown. Target the big eye, core and watch out for the tasty Forehead Flick.

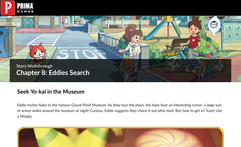
Closed eyes recover and reopen after a period of time. When they do, pin them again to restart the attack.

Boss Skill

Massive Swat

A powerful full-party Soulmates Move. You can cancel it if you can manage to close his eyes as he charges up the attack.

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Story Walkthrough

Chapter 8: Eddies Search

Seek Yo-kai in the Museum

Eddie invites Nate to the famous Gourd Pond Museum. As they tour the place, the boys hear an interesting rumor: a large suit of armor walks around the museum at night! Curious, Eddie suggests they check it out after dark. But how to get in? Easy! Use a Mirapo.



By day, the museum is a large space filled with exhibits. Nate definitely isn't by himself in there, either.



At night, the museum turns into a Yo-kai packed house of horrors! Even worse, infrared beams block your path in all directions.

Story Chart

Objective 1: Go to Eddie's house!

Eddie's house is in the Estates on Breeze Hills.

Objective 2: Head up to Eddie's room!

Objective 3: Visit the museum!

Objective 4: Check out the exhibits!

Objective 5: Talk to Eddie!

Objective 6: Meet Eddie at the museum at night!

Sleep until night to pass the time, then head for the museum.

Objective 7: Find a way inside the museum!

Objective 8: Find the museum's vault keys!

Objective 9: Take the vault keys to Eddie!

Objective 10: Find the suit of armor!

Objective 2

Is Your Watch Rank B Yet?

A Watch Lock blocks the entrance to Eddie's house. Go to Timers & More to take on the quest that'll upgrade you to Rank B. You'll have to defeat three more Yo-kai.

Construction Site. You'll fight Tenghomn here. The site can be entered only at night.

Shopping Street Narrows. Find the Thumpy at the Shopping Street Narrows in Flower Road.

Mt. Whitewash Abandoned Tunnel. There's an abandoned tunnel deep in Mt. Whitewash. Defeat the Mad Mountain inside.

Objective 7



Enter the museum via the nearby Mirapo.

Recommended Yo-kai

Quaken

A talented Brave tribe member who can also use Earth elemental Techniques.



Castellus II (2x)

Combine two of these fine fellows to form Castellus I, an A-rank defender.



Guide Tour

Gourd Pond Museum

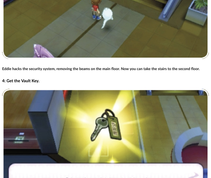
The infrared security sensors inside the museum make it hard to navigate at first. Work with Eddie to disable the beams.

See Game Maps Section

The numbers in this tour correspond with those on the Gourd Pond Museum map.

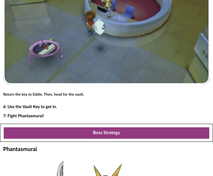
1. Use the Mirapo to enter the museum.

2. Use the Mirapo to move past the sensors.



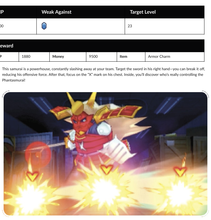
Use the Mirapo to warp, which can get you past the infrared beams.

3. Disable the beams.



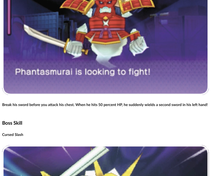
Eddie hacks the security system, removing the beams on the main floor. Now you can take the stairs to the second floor.

4. Get the Vault Key.



Head upstairs and use the Mirapo to warp past the beams to find the Vault Key on the floor.

5. Eddie disables the beams.



Return the key to Eddie. Then, head for the vault.

6. Use the Vault Key to get in.

7. Fight Phantasmurai!

Boss Strategy

Phantasmurai



HP	Weak Against	Target Level
1,000		23

Reward					
EXP	1000	Money	9500	Item	Armor Charm

This samurai is a powerhouse, constantly slashing away at your team. Target the sword in his right hand—you can break it off, reducing his offensive force. After that, focus on the "X" mark on his chest. Inside, you'll discover who's really controlling the Phantasmurai!

His early Aerial Slash can strike your entire team in one heinous swipe. Additionally, his Spirit's Curse can immobilize your fighters.

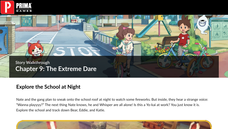
Break his sword before you attack his chest. When he hits 50 percent HP, he suddenly wields a second sword in his left hand!

Boss Skill

Cursed Slash

Phantasmurai uses his Soulmate Move only when he's dual-wielding swords. To cancel it, break his armor while he's charging up.

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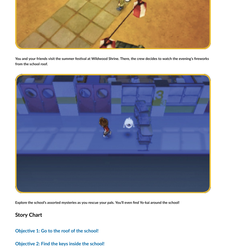


Story Walkthrough

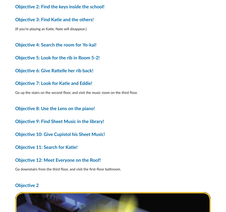
Chapter 9: The Extreme Dare

Explore the School at Night

Nate and the gang plan to sneak onto the school roof at night to watch some fireworks. But inside, they hear a strange voice. Could someone be in the school? Nate decides to check it out. Whatever are all alone? Is this a ‘fro kat at work? You just know it is. Explore the school and track down Bear, Eddie, and Kaitlin.



You and your friends visit the summer festival at Whitwood Shrine. There, the crew decides to watch the evening's fireworks from the school roof.



Explore the school's assorted mysteries as you rescue your pals. You'll even find Yo-kai around the school!

Story Chart

Objective 1: Go to the roof of the school!

Objective 2: Find the keys inside the school!

Objective 3: Find Katie and the others!

(If you're playing as Katie, Nate will disappear.)

Objective 4: Search the room for Yo-kai!

Objective 5: Look for the rib in Room 5-2!

Objective 6: Give Rattelle her rib back!

Objective 7: Look for Katie and Eddie!

Go up the stairs on the second floor, and visit the music room on the third floor.

Objective 8: Use the Lens on the piano!

Objective 9: Find Sheet Music in the library!

Objective 10: Give Cupistol his Sheet Music!

Objective 11: Search for Katie!

Objective 12: Meet Everyone on the Roof!

Go downstairs from the third floor, and visit the first floor ballroom.

Objective 2



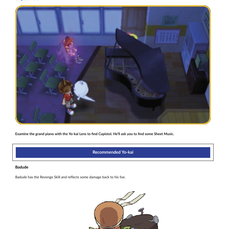
Climb through the window to enter the school, and then pick up the School Keys on the wall of the teachers' office.

Objective 4



Examine the skeleton in the science room to find Rattelle. She asks you to search for her rib.

Objective 8



Examine the grand piano with the Yo-kai Lens to find Cupistol. He'll ask you to find some Sheet Music.

Recommended Yo-kai

Bobole

Bobole has the Revenge Skill and inflicts some damage back to his foe.



Frostina

Evolves into Blizzaria, whose abilities can help you out.



Guide Tour

Springdale Elementary

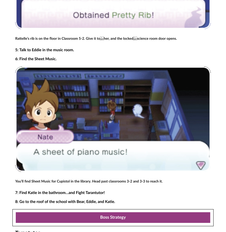
Talk to the Yo-kai in the science and music rooms, and rescue your three pals in the school.

See Game Maps Section

The numbers in this tour correspond with those on the map of the school.

1. Boo, Eddie, and Katie gone?

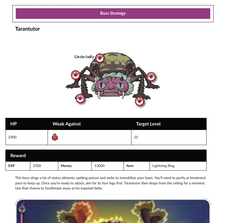
2. Katie disappears in the ballroom.



A desk barricade blocks off access to Katie. To reach her, you'll have to climb to the third floor and work your way across to the far stairwell.

3. Rattelle found!

4. Find the Pretty Rib in Classroom 5-2.



Rattelle's rib is on the floor in Classroom 5-2. Give it to Jibanyan, and the locked science room door opens.

5. Talk to Eddie in the music room.

6. Find the Sheet Music.



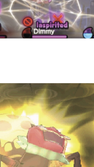
You'll find Sheet Music for Cupistol in the library. Head past classrooms 3-2 and 3-1 to reach it.

7. Find Katie in the ballroom...and Fight Tarantutor!

8. Go to the roof of the school with Bear, Eddie, and Katie.

Boss Strategy

Tarantutor



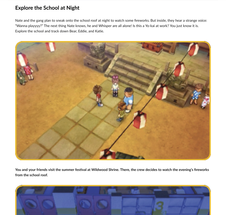
HP	Weak Against	Target Level
2400		25

Reward					
EXP	2500	Money	13000	Item	Lightning Ring

This boss sings a lot of status ailments, spitting poison and webs to immobilize your team. You'll need to purify at breakneck pace to keep up. Once you're ready to attack, aim for his four legs first. Tarantutor then drops from the ceiling for a moment. Use that chance to Soultimate away at his exposed belly.



If you get too distracted by purifying ailments, then your entire party can be shocked by Tarantutor's electric Flashlight Beam.



His Spidermesh is sticky!

Boss Skill

Webbing Bite

A lightning assault on the entire party. You can cancel it by making him fall while he's charging up, but that's easier said than done.

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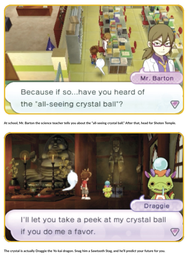


Chapter 10

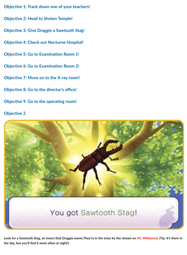
Chapter 10: The Checkup of Doom

A Hospital Overrun with Yo-kai

From Resultsa to Pharmaceutical and Tarantula, some seriously big and ominous Yo-kai are showing up around town. Is this a sign of something worse to come? Fuse and Whisper decide to seek the cause using an all-seeing crystal. It reports as such for Yo-kai Nocturne Hospital. Time to take action!



At school, Mr. Barton the science teacher tells you about the "all-seeing crystal ball". After that, head for Shonten Temple.



The crystal is actually Draggie the Yo-kai dragon. Snag him a Sawtooth Stag, and he'll predict your future for you.

Story Chart

Objective 1: Track down one of your teachers!

Objective 2: Head to Shonten Temple!

Objective 3: Give Draggie a Sawtooth Stag!

Objective 4: Check out Nocturne Hospital!

Objective 5: Go to Exattention Room 1!

Objective 6: Go to Exattention Room 2!

Objective 7: Move on to the X-ray room!

Objective 8: Go to the director's office!

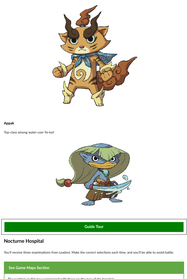
Objective 9: Go to the operating room!

Objective 2



Look for a Sawtooth Stag, at least that Draggie wants.They're in the trees by the stream on Mt. Wildwood. (Tip: It's there in the day, but you'll find it more often at night)

Objective 4



There's a Watch Lock over the Nocturne Hospital entrance. You need a Rank A watch to unlock it.

Is Your Watch Rank A Yet?

Accost the Rank A Bayazzi from Mt. Quadajink at Timmi's & More, and you'll soon be cleaning the Yo-kai out from Springdale's underground waterways.

Via Uptown Springdale

Enter the underground waterways from the riverside in Uptown Springdale. You'll have to beat Quakers.

Via Sunshine Stallion

Head underground from the entrance near Sunshine Stallion in Blossom Heights. Beat Berkid inside.

Via Breezy Hills

Another waterway entrance is near Eddi's house in Breezy Hills. Afloat mats for you there.

Recommended Yo-kai

Komipo

Uses lightning with that are strong against Dr. Maddiman.



Ayush

Top-class among water-user Yo-kai!



Guide Tour

Nocturne Hospital

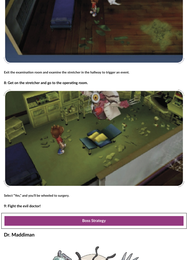
You'll receive three examinations from Leadeni. Make the correct selections each time, and you'll be able to avoid baths.

See Game Maps Section

The numbers in this tour correspond with those on the map of the hospital.

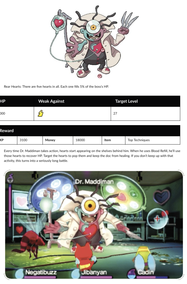
1. Enter the hospital.

2. Measure your height.



Opt to stand on Aptoe, and Leadeni will fight you. Resist the urge, and you'll skip baths.

3. Measure your eyesight.



Answer "gorilla" in the eye exam, and Leadeni will fight you. Say "banana" instead to avoid baths.

4. Get an X-ray exam.



If you say No X-ray results are "weird" you'll go into baths. Select "That's great!" and that's that.

5. Find the hospital director's office to trigger a meeting.

6. From his office, hop through the wall hole to drop to the first floor.



Find the hole in the wall off the back room in the director's office, and then drop to the first-floor courtyard. This leads to an examination room.

7. Exit the examination room, and examine the stretcher.

Exit the examination room and examine the stretcher in the hallway to trigger an event.

8. Get on the stretcher and go to the operating room.

Select "Yes," and you'll be wheeled to surgery.

9. Fight the evil doctor!

Boss Strategy

Dr. Maddiman



Roar Hearts: There are five hearts in all. Each one fills 5% of the boss's HP.

HP	Weak Against	Target Level
3000		21

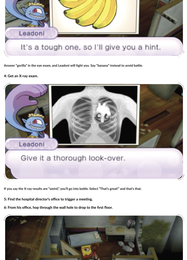
Reward

EXP	1320	Money	10920	Item	Toy Techniques

Every time Dr. Maddiman takes action, hearts start appearing on the shelves behind him. When he uses Blood Bath, he'll use those hearts to recover HP. Target the hearts to pop them and keep the doc from healing. If you don't keep up with that activity, this turns into a seriously long battle.



If you're hit with status ailments and forced to purify, the doctor's healing hearts keep appearing behind him. Target them with ale points, quickly!



Watch out for his brutal triple-scalpel slice! It hits all three of your Yo-kai frontliners.

Boss Skill

Get Well DOOM!

This fearsome Soulmate poisons everyone on your team. Purify quickly, or your HP will plummet in record time.

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Chapter 12 Assault, N-Gal

Objective 1: Get Started!

Talk to Captain Rex on the Bridge of the Starship Assault. He'll tell you that you're going to be sent to the Planet Kalos to help Professor Sycamore with a problem he's having. Then, head to the Planet Kalos.

Assault Starship | Planet Kalos | Professor Sycamore's Lab



Rex tells Captain Lem to get the Starship ready for launch and then he and Kyubi head to the Kalos Area.



Rex and Kyubi arrive in the Kalos Area and meet Professor Sycamore and his assistant Serena.

Quest Choice

Objective 2: Go to the Aquatic Road

Objective 3: Battle the Trainer and Rescue!

Objective 4: Defeat the Gulf Grunt

Objective 5: Defeat the Gulf Admin!

Objective 6: Go to Springtide Shorelands!

Objective 7: Defeat the Gulf Admin!

Objective 8: Defeat the Gulf Admin, Ms. Whimsicott!

Objective 9:

Kyubi is chosen to be the Battle as a result of Rex's battle with Professor Sycamore.



Kyubi is chosen to be the Battle as a result of Rex's battle with Professor Sycamore.

And the Queens Tire Shall Judge You...

Objective 10: Prepare for Battle!



Kyubi is chosen to be the Battle as a result of Rex's battle with Professor Sycamore.



Kyubi is chosen to be the Battle as a result of Rex's battle with Professor Sycamore.

Objective 11:

Kyubi is chosen to be the Battle as a result of Rex's battle with Professor Sycamore.



Kyubi is chosen to be the Battle as a result of Rex's battle with Professor Sycamore.

Deep Enough for Any Watch and Fight Tension

Objective 12:

Kyubi is chosen to be the Battle as a result of Rex's battle with Professor Sycamore.



Kyubi is chosen to be the Battle as a result of Rex's battle with Professor Sycamore.



Kyubi is chosen to be the Battle as a result of Rex's battle with Professor Sycamore.

Victorious

Defeated



Kyubi is chosen to be the Battle as a result of Rex's battle with Professor Sycamore.

Battle



Kyubi is chosen to be the Battle as a result of Rex's battle with Professor Sycamore.

Dungeon: Lanayru Mining Facility

Lanayru Mining Facility is the fifth dungeon in The Legend of Zelda: Breath of the Wild. It is located in the Lanayru Region, on the northern side of Lanayru Great Spring.



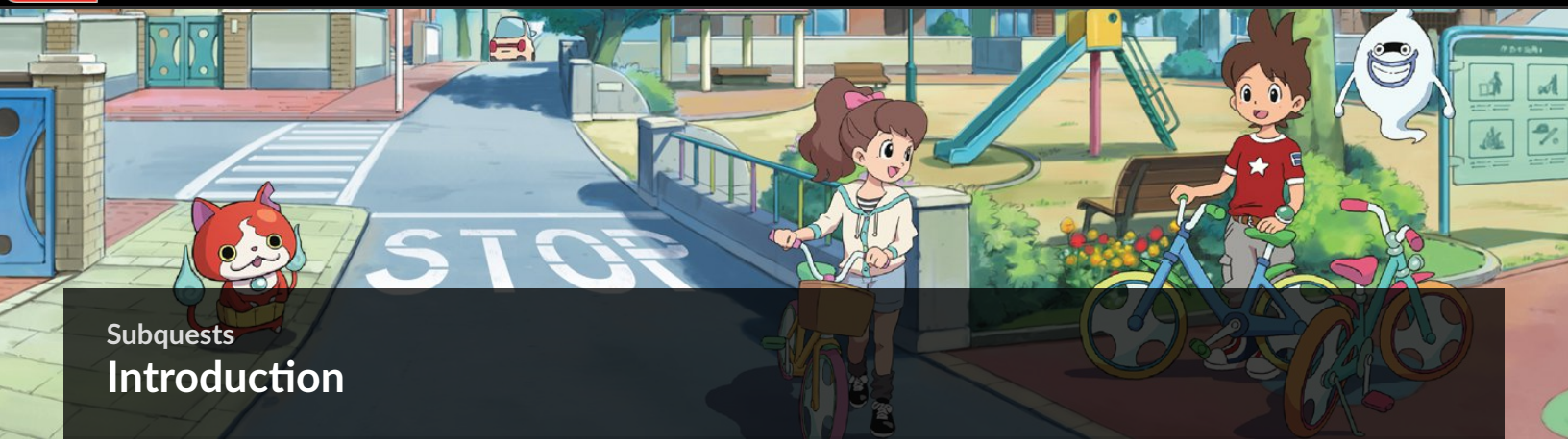
Near the Lanayru Mining Facility entrance, there is a Shrine to the west and a Stable to the east.



Enter the Lanayru Mining Facility through the entrance.



Ascend the stairs and enter the room



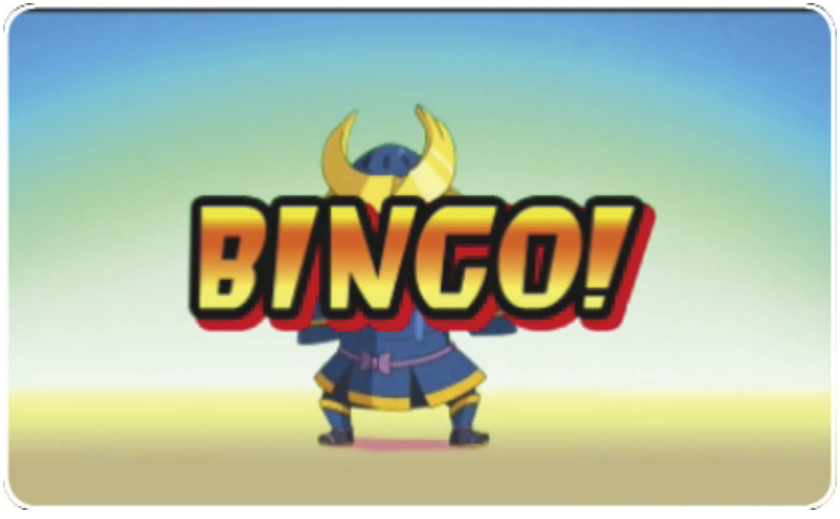
Subquests

Introduction

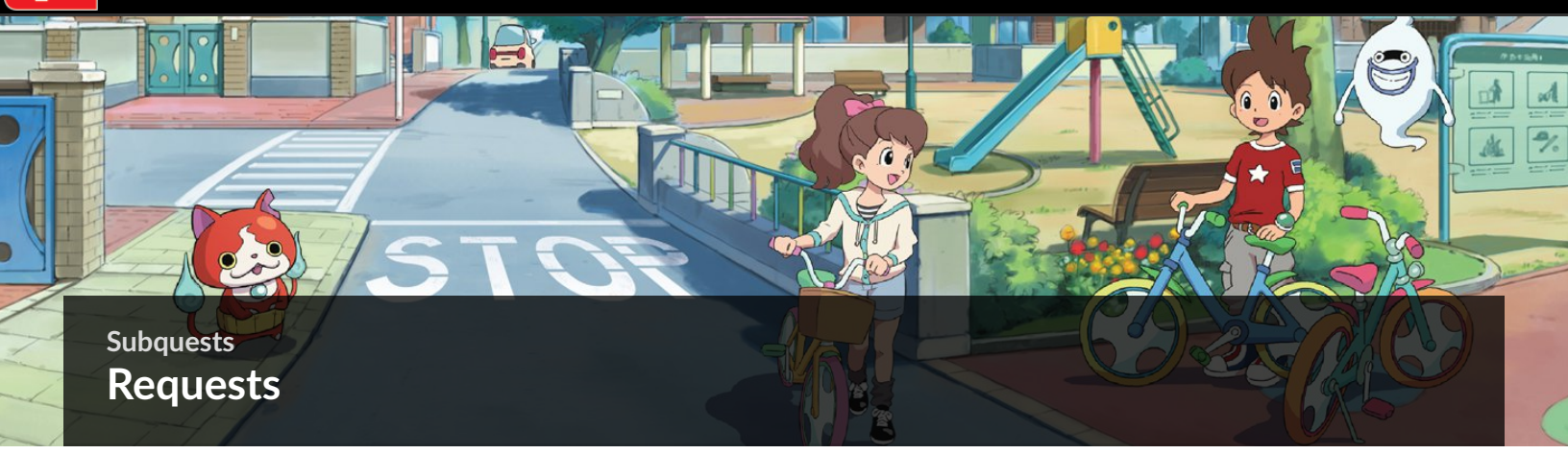
Many of the local townspeople have tasks that need performed. Earn rewards and experience by completing these tasks for the people. There are 161 quests to take on, including Requests, Favors, and Yo-kai Spots. Think you can wrap them all up?

Bonus Scene

After finishing a Request or Favor, a bonus scene plays out for a chance to obtain extra items! Totally by chance, the scene ends and a random prize is awarded... or if the word “Boo!” appears, nothing is given.



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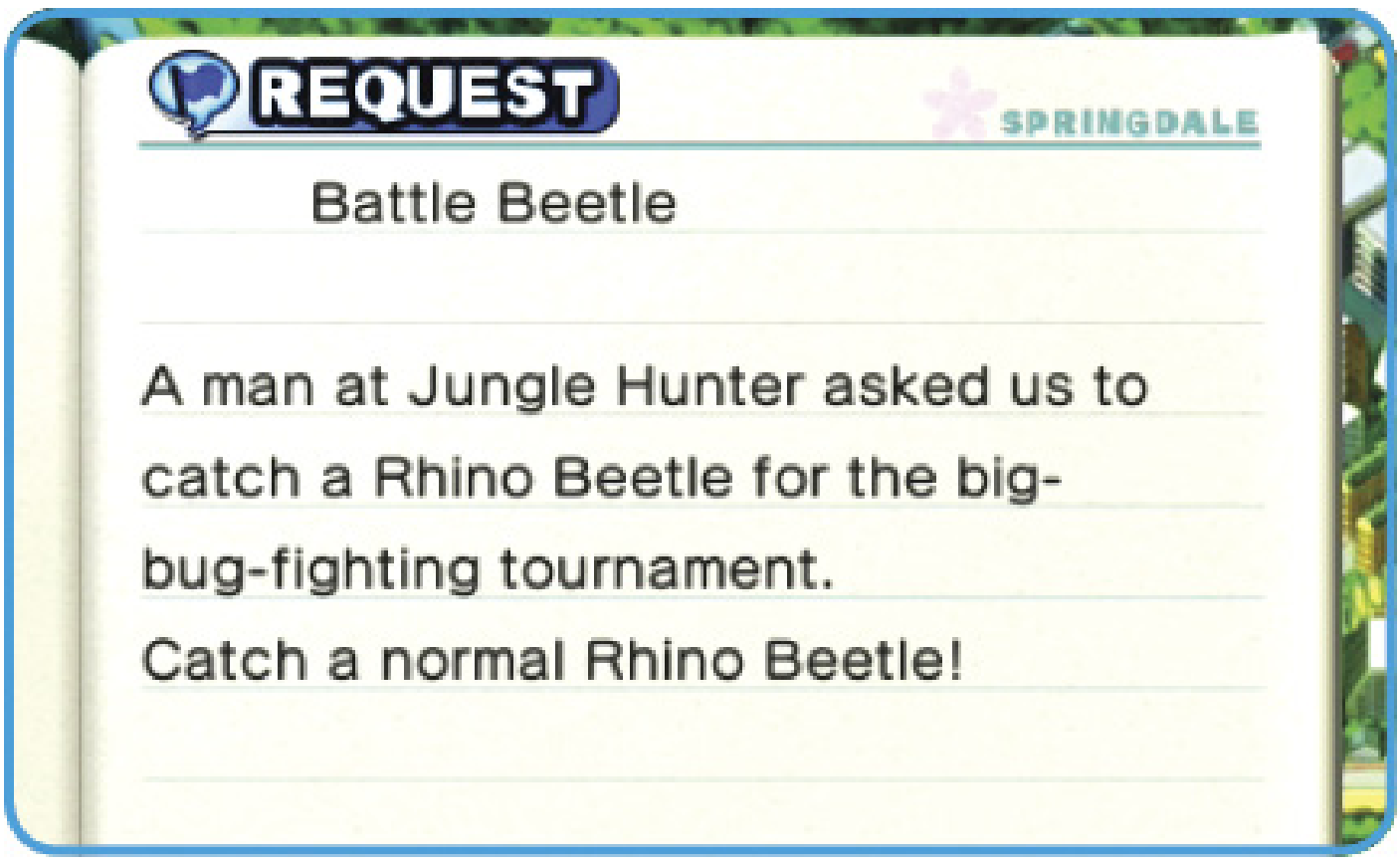
Subquests

Requests

There are 111 Requests from people all over the city. These can involve defeating Yo-kai, collecting items, playing hide-and-seek, and much more! Requests become available depending on four conditions: Story progress, Watch Rank, time of day/weather, and other.



Look for the blue word balloons above the NPCs' heads or blue flags on the map. These indicate there is a Request available. These quests can lead to rare Yo-kai and items.



Most of the time, the weather does not have an effect on whether a quest is available. If no weather condition is listed with the time of day, it does not matter.



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Neopian Wiki Quiz

Welcome to the Neopian Wiki Quiz! Here you can test your knowledge of the Neopian Wiki. Each quiz has 10 questions, and you must get 8 correct to pass. Good luck!

#1: Fish in the Pond!



Do you think you could maybe get something for me?

Yes, I'll help you!
No, I'm too busy.

#2: Beautifishy



Yes, I'll help you!
No, I'm too busy.

#3: No Golden Rule



Yes, I'll help you!
No, I'm too busy.

#4: Island Arrest



Yes, I'll help you!
No, I'm too busy.

#5: Kelda Needs



Bring one of those back for me, will ya?

Absolutely!
No, I'm too busy.

#6: Forget Lost



Yes, I'll help you!
No, I'm too busy.

#7: Chicken Time Flight



Yes, I'll help you!
No, I'm too busy.

#8: Grimy Forest



Yes, I'll help you!
No, I'm too busy.

#9: Habitat Hike



Yes, I'll help you!
No, I'm too busy.

#10: Not Worthless Yet



Yes, I'll help you!
No, I'm too busy.

#11: Not Worthless



Yes, I'll help you!
No, I'm too busy.

#12: Go to Eddie's house!



Yes, I'll help you!
No, I'm too busy.

#13: Get You Out Here



If you're looking for Max, she's at the Usuki Springs post office.

Yes, I'll help you!
No, I'm too busy.

#14: Get Out Quickly



Mushrooms at a flower shop? That is a weird idea.

Yes, I'll help you!
No, I'm too busy.

#15: Head to Kreludor



Yes, I'll help you!
No, I'm too busy.

#16: Sample Size Counts Too



Yes, I'll help you!
No, I'm too busy.

#17: Go to Eddie's house!



Yes, I'll help you!
No, I'm too busy.

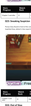
#18: Grass Tree



It's about a white circus. I've done my read-boring. I'm a little bit nervous.

Yes, I'll help you!
No, I'm too busy.

#19: Unsubtracting



Yes, I'll help you!
No, I'm too busy.

#20: Kelp Trade



Yes, I'll help you!
No, I'm too busy.

#21: Lost Power



Yes, I'll help you!
No, I'm too busy.

#22: Lost Power



Yes, I'll help you!
No, I'm too busy.

#23: Lost Power



Yes, I'll help you!
No, I'm too busy.

#24: Lost Power



Yes, I'll help you!
No, I'm too busy.

#25: Lost Power



Yes, I'll help you!
No, I'm too busy.

#26: Lost Power

Yes, I'll help you!
No, I'm too busy.

#27: Lost Power



Yes, I'll help you!
No, I'm too busy.

#28: Lost Power

Yes, I'll help you!
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#29: Lost Power

Yes, I'll help you!
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#30: Lost Power

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#31: Lost Power

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#32: Lost Power

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#33: Lost Power

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#34: Lost Power

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#41: Lost Power

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#42: Lost Power

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#53: Lost Power



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#64: Lost Power

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#65: Lost Power

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#66: Lost Power

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#99: Lost Power

Yes, I'll help you!
No, I'm too busy.

#100: Lost Power

Yes, I'll help you!
No, I'm too busy.

Pokémon XD: Gale of Darkness

Pilot to Phase 1

Main Article: Pilot to Phase 1 (Pokémon XD: Gale of Darkness)



Pilot to Phase 2

Main Article: Pilot to Phase 2 (Pokémon XD: Gale of Darkness)



Pilot to Phase 3

Main Article: Pilot to Phase 3 (Pokémon XD: Gale of Darkness)



Pilot to Phase 4

Main Article: Pilot to Phase 4 (Pokémon XD: Gale of Darkness)



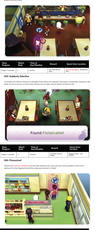
Pilot to Phase 5

Main Article: Pilot to Phase 5 (Pokémon XD: Gale of Darkness)



Pilot to Phase 6

Main Article: Pilot to Phase 6 (Pokémon XD: Gale of Darkness)



Pilot to Phase 7

Main Article: Pilot to Phase 7 (Pokémon XD: Gale of Darkness)



Pilot to Phase 8

Main Article: Pilot to Phase 8 (Pokémon XD: Gale of Darkness)



Pilot to Phase 9

Main Article: Pilot to Phase 9 (Pokémon XD: Gale of Darkness)



Pilot to Phase 10

Main Article: Pilot to Phase 10 (Pokémon XD: Gale of Darkness)



Pilot to Phase 11

Main Article: Pilot to Phase 11 (Pokémon XD: Gale of Darkness)



Pilot to Phase 12

Main Article: Pilot to Phase 12 (Pokémon XD: Gale of Darkness)



Pilot to Phase 13

Main Article: Pilot to Phase 13 (Pokémon XD: Gale of Darkness)



Pilot to Phase 14

Main Article: Pilot to Phase 14 (Pokémon XD: Gale of Darkness)



Neopian Idle Wiki

001 The Sheep Strikes

Sheep are the first pet that you encounter in the game. They are the cheapest pet to buy, and are the only pet that you can get for free. They are also the only pet that you can't train.

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002 The Plain Meerca

Meerca are the second pet that you encounter in the game. They are the second cheapest pet to buy, and are the only pet that you can get for free. They are also the only pet that you can't train.

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003 Mr Krall Head

Mr Krall Head is the third pet that you encounter in the game. He is the third cheapest pet to buy, and is the only pet that you can get for free. He is also the only pet that you can't train.

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004 Acara Mechanics

Acara Mechanics are the fourth pet that you encounter in the game. They are the fourth cheapest pet to buy, and are the only pet that you can get for free. They are also the only pet that you can't train.

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005 Petpet Petpet

Petpet Petpet are the fifth pet that you encounter in the game. They are the fifth cheapest pet to buy, and are the only pet that you can get for free. They are also the only pet that you can't train.

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006 Green Chia Boy

Green Chia Boy are the sixth pet that you encounter in the game. They are the sixth cheapest pet to buy, and are the only pet that you can get for free. They are also the only pet that you can't train.

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007 Chia Chomby

Chia Chomby are the seventh pet that you encounter in the game. They are the seventh cheapest pet to buy, and are the only pet that you can get for free. They are also the only pet that you can't train.

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008 Negg Chia Boy

Negg Chia Boy are the eighth pet that you encounter in the game. They are the eighth cheapest pet to buy, and are the only pet that you can get for free. They are also the only pet that you can't train.

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009 Snailpetpet Snail

Snailpetpet Snail are the ninth pet that you encounter in the game. They are the ninth cheapest pet to buy, and are the only pet that you can get for free. They are also the only pet that you can't train.

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010 The Cooking Kacheek

The Cooking Kacheek are the tenth pet that you encounter in the game. They are the tenth cheapest pet to buy, and are the only pet that you can get for free. They are also the only pet that you can't train.

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011 Evil Kacheek

Evil Kacheek are the eleventh pet that you encounter in the game. They are the eleventh cheapest pet to buy, and are the only pet that you can get for free. They are also the only pet that you can't train.

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012 Mutant Acara

Mutant Acara are the twelfth pet that you encounter in the game. They are the twelfth cheapest pet to buy, and are the only pet that you can get for free. They are also the only pet that you can't train.

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013 The Sleepy Kookus

The Sleepy Kookus are the thirteenth pet that you encounter in the game. They are the thirteenth cheapest pet to buy, and are the only pet that you can get for free. They are also the only pet that you can't train.

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014 Royal Ingle Bird

Royal Ingle Bird are the fourteenth pet that you encounter in the game. They are the fourteenth cheapest pet to buy, and are the only pet that you can get for free. They are also the only pet that you can't train.

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015 Ice Moon Bear Cub

Ice Moon Bear Cub are the fifteenth pet that you encounter in the game. They are the fifteenth cheapest pet to buy, and are the only pet that you can get for free. They are also the only pet that you can't train.

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016 Lost Chia and Gelu

Lost Chia and Gelu are the sixteenth pet that you encounter in the game. They are the sixteenth cheapest pet to buy, and are the only pet that you can get for free. They are also the only pet that you can't train.

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017 Acara Chia

Acara Chia are the seventeenth pet that you encounter in the game. They are the seventeenth cheapest pet to buy, and are the only pet that you can get for free. They are also the only pet that you can't train.

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018 Ice Acara Chia

Ice Acara Chia are the eighteenth pet that you encounter in the game. They are the eighteenth cheapest pet to buy, and are the only pet that you can get for free. They are also the only pet that you can't train.

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019 Mouki Chomby

Mouki Chomby are the nineteenth pet that you encounter in the game. They are the nineteenth cheapest pet to buy, and are the only pet that you can get for free. They are also the only pet that you can't train.

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020 Ice Acara Royal Kiss

Ice Acara Royal Kiss are the twentieth pet that you encounter in the game. They are the twentieth cheapest pet to buy, and are the only pet that you can get for free. They are also the only pet that you can't train.

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021 The Tiki Tack Tuuki

The Tiki Tack Tuuki are the twenty-first pet that you encounter in the game. They are the twenty-first cheapest pet to buy, and are the only pet that you can get for free. They are also the only pet that you can't train.

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022 Ice Acara Chia Boy

Ice Acara Chia Boy are the twenty-second pet that you encounter in the game. They are the twenty-second cheapest pet to buy, and are the only pet that you can get for free. They are also the only pet that you can't train.

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023 The Tiki Tack Count

The Tiki Tack Count are the twenty-third pet that you encounter in the game. They are the twenty-third cheapest pet to buy, and are the only pet that you can get for free. They are also the only pet that you can't train.

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024 Ice Acara Royal Kiss Count

Ice Acara Royal Kiss Count are the twenty-fourth pet that you encounter in the game. They are the twenty-fourth cheapest pet to buy, and are the only pet that you can get for free. They are also the only pet that you can't train.

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025 The Tiki Dancer

The Tiki Dancer are the twenty-fifth pet that you encounter in the game. They are the twenty-fifth cheapest pet to buy, and are the only pet that you can get for free. They are also the only pet that you can't train.

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026 Tiki Figure

Tiki Figure are the twenty-sixth pet that you encounter in the game. They are the twenty-sixth cheapest pet to buy, and are the only pet that you can get for free. They are also the only pet that you can't train.

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027 The Lost Gelu

The Lost Gelu are the twenty-seventh pet that you encounter in the game. They are the twenty-seventh cheapest pet to buy, and are the only pet that you can get for free. They are also the only pet that you can't train.

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028 The Tiki Tack Lord

The Tiki Tack Lord are the twenty-eighth pet that you encounter in the game. They are the twenty-eighth cheapest pet to buy, and are the only pet that you can get for free. They are also the only pet that you can't train.

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029 Tiki Log Pets

Tiki Log Pets are the twenty-ninth pet that you encounter in the game. They are the twenty-ninth cheapest pet to buy, and are the only pet that you can get for free. They are also the only pet that you can't train.

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030 Tiki Tack Tuuki Count

Tiki Tack Tuuki Count are the thirtieth pet that you encounter in the game. They are the thirtieth cheapest pet to buy, and are the only pet that you can get for free. They are also the only pet that you can't train.

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Season PR's 120

201: The Terrifying Kushinna

Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean Kushinna. Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean

Map	Mode	Type of Battle	Rewards	Reward	Quest Clear Condition
Miramar	Solo	Main Mission	Reputation	Legendary Supply Crate	Defeat 10 Enemies

202: Heart Juggling

Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean Kushinna. Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean

Map	Mode	Type of Battle	Rewards	Reward	Quest Clear Condition
Miramar	Solo	Main Mission	Reputation	Legendary Supply Crate	Defeat 10 Enemies

203: Start the Ya-ka-Party!

Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean Kushinna. Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean

Map	Mode	Type of Battle	Rewards	Reward	Quest Clear Condition
Miramar	Solo	Main Mission	Reputation	Legendary Supply Crate	Defeat 10 Enemies

204: Ultra Hide and Seek

Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean Kushinna. Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean

Map	Mode	Type of Battle	Rewards	Reward	Quest Clear Condition
Miramar	Solo	Main Mission	Reputation	Legendary Supply Crate	Defeat 10 Enemies

205: Yo-ka Banquet

Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean Kushinna. Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean

Map	Mode	Type of Battle	Rewards	Reward	Quest Clear Condition
Miramar	Solo	Main Mission	Reputation	Legendary Supply Crate	Defeat 10 Enemies

206: Big Bear Hug

Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean Kushinna. Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean

Map	Mode	Type of Battle	Rewards	Reward	Quest Clear Condition
Miramar	Solo	Main Mission	Reputation	Legendary Supply Crate	Defeat 10 Enemies

207: Precious Rocker

Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean Kushinna. Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean

Map	Mode	Type of Battle	Rewards	Reward	Quest Clear Condition
Miramar	Solo	Main Mission	Reputation	Legendary Supply Crate	Defeat 10 Enemies

208: Talk Like the Wind

Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean Kushinna. Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean

Map	Mode	Type of Battle	Rewards	Reward	Quest Clear Condition
Miramar	Solo	Main Mission	Reputation	Legendary Supply Crate	Defeat 10 Enemies

209: Re-Escape

Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean Kushinna. Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean

Map	Mode	Type of Battle	Rewards	Reward	Quest Clear Condition
Miramar	Solo	Main Mission	Reputation	Legendary Supply Crate	Defeat 10 Enemies

210: Bird Collection 2

Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean Kushinna. Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean

Map	Mode	Type of Battle	Rewards	Reward	Quest Clear Condition
Miramar	Solo	Main Mission	Reputation	Legendary Supply Crate	Defeat 10 Enemies

211: Healing Ha-Ggi

Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean Kushinna. Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean

Map	Mode	Type of Battle	Rewards	Reward	Quest Clear Condition
Miramar	Solo	Main Mission	Reputation	Legendary Supply Crate	Defeat 10 Enemies

212: A Whole New Struggle

Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean Kushinna. Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean

Map	Mode	Type of Battle	Rewards	Reward	Quest Clear Condition
Miramar	Solo	Main Mission	Reputation	Legendary Supply Crate	Defeat 10 Enemies

213: Freely explore the city!

Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean Kushinna. Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean

Map	Mode	Type of Battle	Rewards	Reward	Quest Clear Condition
Miramar	Solo	Main Mission	Reputation	Legendary Supply Crate	Defeat 10 Enemies

214: Sneeu Accessory

Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean Kushinna. Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean

Map	Mode	Type of Battle	Rewards	Reward	Quest Clear Condition
Miramar	Solo	Main Mission	Reputation	Legendary Supply Crate	Defeat 10 Enemies

215: Powder of Youth

Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean Kushinna. Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean

Map	Mode	Type of Battle	Rewards	Reward	Quest Clear Condition
Miramar	Solo	Main Mission	Reputation	Legendary Supply Crate	Defeat 10 Enemies

216: Freely explore the city!

Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean Kushinna. Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean

Map	Mode	Type of Battle	Rewards	Reward	Quest Clear Condition
Miramar	Solo	Main Mission	Reputation	Legendary Supply Crate	Defeat 10 Enemies

217: Sneakers Salvaged

Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean Kushinna. Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean

Map	Mode	Type of Battle	Rewards	Reward	Quest Clear Condition
Miramar	Solo	Main Mission	Reputation	Legendary Supply Crate	Defeat 10 Enemies

218: Tain Dat Tonge!

Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean Kushinna. Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean

Map	Mode	Type of Battle	Rewards	Reward	Quest Clear Condition
Miramar	Solo	Main Mission	Reputation	Legendary Supply Crate	Defeat 10 Enemies

219: Flower for the Bicha

Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean Kushinna. Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean

Map	Mode	Type of Battle	Rewards	Reward	Quest Clear Condition
Miramar	Solo	Main Mission	Reputation	Legendary Supply Crate	Defeat 10 Enemies

220: Freely explore the city!

Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean Kushinna. Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean

Map	Mode	Type of Battle	Rewards	Reward	Quest Clear Condition
Miramar	Solo	Main Mission	Reputation	Legendary Supply Crate	Defeat 10 Enemies

221: The Legendary Kyubi

Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean Kushinna. Kuu is Tough. She is tall, and has stuff many that was changed depends for the Team's the cannot Kuu is a mean

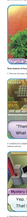
Map	Mode	Type of Battle	Rewards	Reward	Quest Clear Condition
Miramar	Solo	Main Mission	Reputation	Legendary Supply Crate	Defeat 10 Enemies

Quick Travel to Places

In addition to the Yellowstone Continent, there are also other continents to explore. To travel to these continents, click here.

Area 1	Starting Area	Area 11	Spooky Town
Area 2	Yellowstone Continent	Area 12	Spooky Town Hall
Area 3	Yellowstone Continent Mountain Area	Area 13	Spooky Town Hall
Area 4	Yellowstone Continent Mountain Area	Area 14	Spooky Town Hall
Area 5	Yellowstone Continent Mountain Area	Area 15	Spooky Town Hall
Area 6	Yellowstone Continent Mountain Area	Area 16	Spooky Town Hall
Area 7	Yellowstone Continent Mountain Area	Area 17	Spooky Town Hall
Area 8	Yellowstone Continent Mountain Area	Area 18	Spooky Town Hall
Area 9	Yellowstone Continent Mountain Area	Area 19	Spooky Town Hall
Area 10	Yellowstone Continent Mountain Area	Area 20	Spooky Town Hall

Head to Route 1. Battle the trainer and head north. Use a repel and battle the trainers to the north. Go through the tall grass to the north and battle the trainer. Head north to Accumula Town. Heal at the Pokémon Center.



Cheren: The Chechal of Doom

Then battle Cheren and his three allies.



"Cheren" means 4 Suspicions
What do you do?

Another trainer is waiting on the north exit. Battle him and head north to Nimbasa City.



Mystery Man: Yep, sociopaths. That's what I noted.

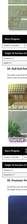
Continue to the north to talk to a man. Battle the boy and talk to a man after he's battled.



Cheren: Finally explore the city!

09- N to the Rescue!

This is a cut scene. Watch it. Go to Nimbasa City and head to Pokémon Center. Enter the Pokémon Center and talk to Cheren. Head to the Pokémon Center and talk to Cheren.



Cheren: Track down one of your teachers!

Key Triggers	Items Found	Reward	Items Now Available
Talk to Cheren at Pokémon Center	Nothing	Nothing	Nothing

Trade & Battle at Pokémon Center	
Trade With:	Nothing
Battle:	Nothing

10- Young Trainer's Game

This is a cut scene. Watch it. Head to the Pokémon Center and talk to Cheren. Head to the Gym and talk to Cheren. Head to the Pokémon Center and talk to Cheren. Head to the Gym and talk to Cheren.



Cheren: The Chechal of Doom

Key Triggers	Items Found	Reward	Items Now Available
Talk to Cheren at Pokémon Center	Nothing	Nothing	Nothing

Trade & Battle at Pokémon Center	
Trade With:	Nothing
Battle:	Nothing

11- G-Force

Head to Accumula Town. Enter the Pokémon Center and talk to Professor Juniper. Watch the cut scene. Head to Nimbasa City and enter the Pokémon Center. Talk to Cheren. Head to the Gym and talk to Cheren.



Cheren: Finally explore the city!

Key Triggers	Items Found	Reward	Items Now Available
Talk to Cheren at Pokémon Center	Nothing	Nothing	Nothing

Trade & Battle at Pokémon Center	
Trade With:	Nothing
Battle:	Nothing

12- Mystery Man

This is a cut scene. Watch it. Head to the Pokémon Center and talk to Cheren. Head to the Gym and talk to Cheren.



Cheren: Farewell, Yo-ish!

Key Triggers	Items Found	Reward	Items Now Available
Talk to Cheren at Pokémon Center	Nothing	Nothing	Nothing

Trade & Battle at Pokémon Center	
Trade With:	Nothing
Battle:	Nothing

13- Pokédex Problem

Head to the Pokémon Center and talk to Cheren. Head to the Gym and talk to Cheren. Go to the Pokémon Center and talk to Cheren. Head to the Gym and talk to Cheren.



Cheren: Finally explore the city!

Key Triggers	Time of Day Matters	Reward	Items Now Available
Talk to Cheren at Pokémon Center	Nothing	Nothing	Nothing

Trade & Battle at Pokémon Center	
Trade With:	Nothing
Battle:	Trainer 1

14- Hilarie's Bill

Head to the Pokémon Center and talk to Cheren. Head to the Gym and talk to Cheren. Go to the Pokémon Center and talk to Cheren. Head to the Gym and talk to Cheren.



Cheren: Finally explore the city!

Key Triggers	Items Found	Reward	Items Now Available
Talk to Cheren at Pokémon Center	Nothing	Nothing	Nothing

Trade & Battle at Pokémon Center	
Trade With:	Nothing
Battle:	Trainer 1

15- Outdoors Counseling

If needed, go to the Pokémon Center and heal your Pokémon. Head to the Gym and talk to Cheren. Go to the Pokémon Center and talk to Cheren. Head to the Gym and talk to Cheren.



Cheren: Finally explore the city!

Key Triggers	Items Found	Reward	Items Now Available
Talk to Cheren at Pokémon Center	Nothing	Nothing	Nothing

Trade & Battle at Pokémon Center	
Trade With:	Nothing
Battle:	Trainer 1

16- Ice the Brick

The easiest route to the Gym is the south-west route. Battle the trainers on the route. Head to the Gym and battle the trainer. Battle Cheren.



Cheren: Finally explore the city!

Key Triggers	Items Found	Reward	Items Now Available
Talk to Cheren at Pokémon Center	Nothing	Nothing	Nothing

Trade & Battle at Pokémon Center	
Trade With:	Nothing
Battle:	Trainer 1

17- Place of Calm

Head to the Pokémon Center and talk to Cheren. Head to the Gym and talk to Cheren. Go to the Pokémon Center and talk to Cheren. Head to the Gym and talk to Cheren.



Cheren: Finally explore the city!

Key Triggers	Time of Day Matters	Reward	Items Now Available
Talk to Cheren at Pokémon Center	Nothing	Nothing	Nothing

Trade & Battle at Pokémon Center	
Trade With:	Nothing
Battle:	Trainer 1

18- Strong Tie Act

The easiest route to the Gym is the south-west route. Battle the trainers on the route. Head to the Gym and battle the trainer. Battle Cheren.



Cheren: Finally explore the city!

Key Triggers	Items Found	Reward	Items Now Available
Talk to Cheren at Pokémon Center	Nothing	Nothing	Nothing

Trade & Battle at Pokémon Center	
Trade With:	Nothing
Battle:	Trainer 1

19- Voice, Fists, Fifty

The easiest route to the Gym is the south-west route. Battle the trainers on the route. Head to the Gym and battle the trainer. Battle Cheren.



Cheren: Finally explore the city!

Key Triggers	Items Found	Reward	Items Now Available
Talk to Cheren at Pokémon Center	Nothing	Nothing	Nothing

Required Service at Pokémon Gym	
Pass Fee:	Nothing
Battle:	Trainer 1

20- Master Poker

The easiest route to the Gym is the south-west route. Battle the trainers on the route. Head to the Gym and battle the trainer. Battle Cheren.



Cheren: Finally explore the city!

Key Triggers	Items Found	Reward	Items Now Available
Talk to Cheren at Pokémon Center	Nothing	Nothing	Nothing

Required Service at Pokémon Gym	
Pass Fee:	Nothing
Battle:	Trainer 1

21- Max Blossom Heights

The easiest route to the Gym is the south-west route. Battle the trainers on the route. Head to the Gym and battle the trainer. Battle Cheren.



Cheren: Ahhh, yes. Nice to see you with 1 Gym Badge.

Key Triggers	Items Found	Reward	Items Now Available
Talk to Cheren at Pokémon Center	Nothing	Nothing	Nothing

Required Service at Pokémon Gym	
Pass Fee:	Nothing
Battle:	Trainer 1

22- Missing Overbike

The easiest route to the Gym is the south-west route. Battle the trainers on the route. Head to the Gym and battle the trainer. Battle Cheren.



Cheren: Finally entering the City!

Key Triggers	Items Found	Reward	Items Now Available
Talk to Cheren at Pokémon Center	Nothing	Nothing	Nothing

Required Service at Pokémon Gym	
Pass Fee:	Nothing
Battle:	Trainer 1

23- Mystery Mail Run

The easiest route to the Gym is the south-west route. Battle the trainers on the route. Head to the Gym and battle the trainer. Battle Cheren.

Key Triggers	Items Found	Reward	Items Now Available
Talk to Cheren at Pokémon Center	Nothing	Nothing	Nothing

Required Service at Pokémon Gym	
Pass Fee:	Nothing
Battle:	Trainer 1

24- Rayquaza!

This is a cut scene. Watch it. Head to the Pokémon Center and talk to Cheren. Head to the Gym and talk to Cheren. Go to the Pokémon Center and talk to Cheren. Head to the Gym and talk to Cheren.

Key Triggers	Items Found	Reward	Items Now Available
Talk to Cheren at Pokémon Center	Nothing	Nothing	Nothing

Required Service at Pokémon Gym	
Pass Fee:	Nothing
Battle:	Trainer 1

25- Something Incredible!

Key Triggers	Items Found	Reward	Items Now Available
Talk to Cheren at Pokémon Center	Nothing	Nothing	Nothing

Required Service at Pokémon Gym	
Pass Fee:	Nothing
Battle:	Trainer 1

26- Leading a Whopper

This is a cut scene. Watch it. Head to the Pokémon Center and talk to Cheren. Head to the Gym and talk to Cheren. Go to the Pokémon Center and talk to Cheren. Head to the Gym and talk to Cheren.

Cheren: Time to Play Medley! Rematch

Key Triggers	Items Found	Reward	Items Now Available
Talk to Cheren at Pokémon Center	Nothing	Nothing	Nothing

Required Service at Pokémon Gym	
Pass Fee:	Nothing
Battle:	Trainer 1

27- Total

This is a cut scene. Watch it. Head to the Pokémon Center and talk to Cheren. Head to the Gym and talk to Cheren. Go to the Pokémon Center and talk to Cheren. Head to the Gym and talk to Cheren.

Cheren: Time to Check Out Our Friends!

Key Triggers	Items Found	Reward	Items Now Available
Talk to Cheren at Pokémon Center	Nothing	Nothing	Nothing

Required Service at Pokémon Gym	
Pass Fee:	Nothing
Battle:	Trainer 1



Game Maps

Introduction

This strategy guide lays out all of the data you'll need during your adventure, including area relationships, shop locations, the Yo-kai you'll encounter, the placement of treasure chests, and much, much more. Sit back and relax as you read about every nook and cranny of this game.

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Kalos

Vaniville Town

Route 1

Aquacorde Town

Santalune City

Santalune Forest

Route 2

Lumiose City

Route 3

Route 4

Route 5

Route 6

Route 7

Route 8

Route 9

Route 10

Route 11

Route 12

Route 13

Route 14

Route 15

Route 16

Route 17

Route 18

Route 19

Route 20

Route 21

Route 22

Route 23

Victory Road

Pokémon League

Cerulean Cave

Unknown Cave

Glittering Cave

Terminus Cave

Reflection Cave

Frost Cavern

Connecting Cave

Kiloude City

Mount Moon

Mt. Pyre

Mt. Coronet

Lake Verity

Lake Valor

Lake Acuity

Lake Cavern

Lake Verity Cavern

Lake Valor Cavern

Lake Acuity Cavern

Sandgem Town

Jubilife City

Oreburg City

Eterna City

Hearthome City

Pastoria City

Veilstone City

Celestic Town

Canalave City

Snowpoint City

Sunyshore City

Pokémon League

Turnback Cave

Mt. Coronet

Spear Pillar

Great Marsh

Solaceon Town

Valley Windworks

Eterna Forest

Old Chateau

Mamoswine Valley

Wayward Cave

Ravaged Path

Floaroma Town

Fuego Ironworks

Mining Museum

Lake Verity

Lake Valor

Lake Acuity

Lake Cavern

Lake Verity Cavern

Lake Valor Cavern

Lake Acuity Cavern

Resort Area

Sunyshore City

Power Plant

Pokémon League

Victory Road

Giratina's Chamber

Distortion World

Iron Island

Mt. Coronet

Spear Pillar

Newmoon Island

Fullmoon Island

Mt. Silver

Cerulean Cave

Navel Rock

Birth Island

Faraway Island

Berry Forest

Icefall Cavern

Rock Peak Ruins

Ice Path

Dragonspiral Tower

Tin Tower

All Saints Tower

Bell Tower

Burned Tower

Ecruteak City

Olivine City

Cianwood City

Mahogany Town

Blackthorn City

Dragon's Den

Pokémon League

Tohjo Falls

Whirl Islands

Silver Cave

Mt. Mortar

Ice Path

Lake of Rage

Route 26

Route 27

Route 28

Victory Road

Pokémon League

Game Map

Mt. Wildwood

Through there are almost no buildings here, it remains one of the game's most important areas. You can also find a Cloak-a-Kat next to the Square Two Path that serves as an entrance to Yo-kai Woods.

After making your way through the sewers, you'll be able to reach the surface from 1 Chronic Jo-ol.We can also be reached from there.

Area Overview
Main Map
Cave Map
Sewer Map
Yo-kai Watch
Yo-kai Medal
Yo-kai Medal (Behind Rock)
Yo-kai Medal (Behind Tree)
Yo-kai Medal (Underwater)
Yo-kai Medal (Behind Bush)
Yo-kai Medal (Behind Sign)
Yo-kai Medal (Behind Fence)
Yo-kai Medal (Behind Statue)
Yo-kai Medal (Behind Bench)
Yo-kai Medal (Behind Trash Can)
Yo-kai Medal (Behind Vending Machine)
Yo-kai Medal (Behind Mailbox)
Yo-kai Medal (Behind Flowerbed)
Yo-kai Medal (Behind Tree)
Yo-kai Medal (Behind Bench





Blossom Heights is the second world in Pikmin 4. The world can be accessed as soon as you have cleared the first world. There are 5 main areas and 3 optional areas to explore there and other small areas, but you'll need to avoid getting lost in the dark.

You can find the Blossom Heights Treasure Map in the Treasure Map section of the Explorpedia.



Bermuda's House



The house of Pikmin's fisherfriend. You can enter and a hostile enemy on the Main Map.



Candy Shop



A candy store.



Springdale Hot Springs



A hot springs. Here you can purchase from the Hot Springs Bros.



Prayer's Peak Tunnel

This is a tunnel that leads to the upper reaches the area of Prayer's Peaks. After completing the quest, you'll be able to enter Infinite Volcano, Lavaland.



Timers & More



This shop can also be found in the Main World, but this shop takes Mint Leaf instead of Mint gems. To fully have your shop, you can also purchase the Timers & More Shop Expansion in the Nintendo eShop.



Everynest Blossom Heights Shop



A convenience store that is open 24/7. They sell purchase items.



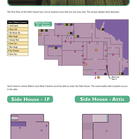
Illusion Temple



An Ice and Rock Key can be found once you've completed Research 36: Crystals in Ice and Rock.



Burd House



Completed Research 51: Burd Nest, Burd Eggs and Burd Chicks in Forest Temple, is found in hatching.



A Hidden Room inside the house is accessible once you've completed Research 109: An even bubble-like video plant form.

Tucked Away Lot

The Lookie Lookie in this area drops Accessories and Lucky Caps.

Hidden Side Street

There's a hazmat that leads down into the sewers. The Dowsing Key found in this area is also used for traveling in the sewers for the Sewers Connecting Tunnel (left side).

Secret Bureau

Investigate Graphic Art leads to Hydro Flora. The Ice Key drops that appears there is used in the LOOP Land area to drop down.

"Mushies Online"

Same as Mushies Lost, for the Campaign of Mushroom Planet, Shroo Lost, Shroo Gone, and Everywhere. Located at different areas of the map. Mushies Online is a Mushroom Planet, Shroo Lost, Shroo Gone, and Everywhere. Located at different areas of the map. Mushies Online is a Mushroom Planet, Shroo Lost, Shroo Gone, and Everywhere. Located at different areas of the map. Mushies Online is a Mushroom Planet, Shroo Lost, Shroo Gone, and Everywhere. Located at different areas of the map.

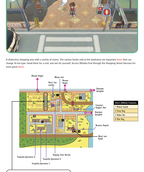
One mushroom on the Main Island, in the entrance of Hidden Maze.

Empty mushroom (Fire City)
Empty mushroom (Fire City)
Empty mushroom (Fire City)

An expansive area district. The residents at many of the people check in this area change at the summer's whistle and also increase in hustle. Through soundbright view, they can watch some rest.


Wigglytuff's Guild
Wigglytuff
Guild Entrance
Guild Storage
Guild Dojo
Guild Dojo Entrance
Guild Dojo Exit
Guild Dojo Storage
Guild Dojo Wigglytuff
Guild Dojo Wigglytuff
Guild Dojo Wigglytuff

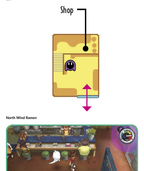
Shopper's Row



A distinctive shopping area with a series of stores. The various kiosks sold at the bottom are important [items](#) that can be found around the city. Some items, such as the Lucrecell, become lifesaver fish through the Shopping Street Narrows by using [Lucrecell Lures](#).







Kenzie Road is home to one of [Prime](#). Though it's not as busy, there is also an entrance to Shopping Street Narrows.

Everymart Shopper's Row Shop



A branch of a convenience chain. Open 24 hours.



Whatta Find



A shop that is sold open at night. The shopkeeper has 9/10 of his stock at cost, but you can stock certainly find bargains here.



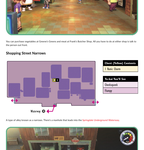
North Wind Ramen



A warm ramen-ya shop.



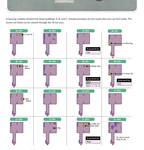
Sue Pavilion



Chinese-run [yakitori](#) noodles in the specialty here.



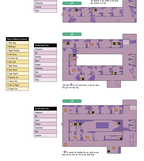
Mary's Coin Laundry



Something about this laundromat isn't quite right. What kind of [Pokémon](#) would you have?



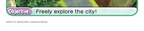
Superior Style



A shop located near the entrance of Pioneer Road that deals in the best fashions.



Settle In Bookstore



You can see many of the books here by George Tirso officials.



Greene's Greens & Frank's Butcher Shop

You can purchase vegetables at Greene's Greens and meat at Frank's Butcher Shop. All you have to do at either shop is talk to the person and buy.

Shopping Street Narrows

A maze of alleyways between Shopper's Row and Pioneer Road. Inside the [Everymart Convenience Stores](#).

Tranquility Apartments

A housing complex divided into three buildings A, B, and C. Introduced before can the rooms that you can find inside. The rooms are listed can be viewed through the floor plans.

Nocturne Hospital

A hospital with a [Pokémon Center](#) in Chapter 1B. The main [B](#) [1](#) component with the exception of services that are never available. [B](#) [2](#) and [B](#) [3](#) are never open anymore. [B](#) [4](#) is [Dr. Fleming](#), treating a couple of cases on the outside of the building leads to the town. There are also [B](#) [5](#) and [B](#) [6](#).

Main Entrance
Reception
Waiting Area
Hallway
Hallway
Hallway

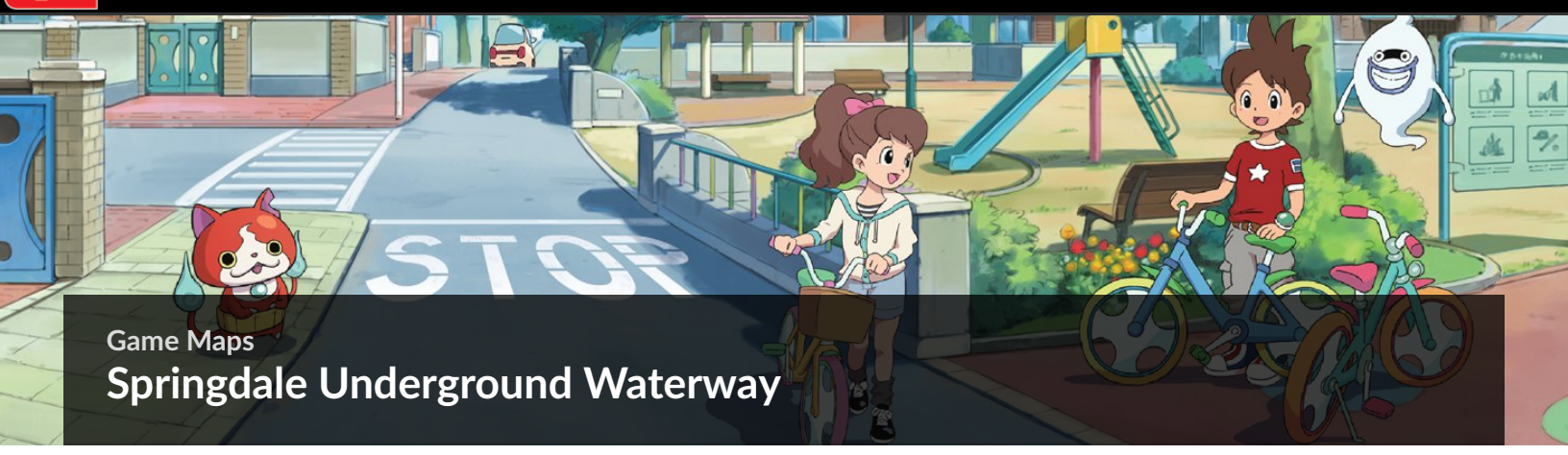
Game Freak

Breezy Hills



This luxurious residential area features a museum and a large park. The Stow-House situated at the northern edge of the area is home to a great secret.


Wyndon
Hyper Train
Grey Maze
Wild Area
Wild Area
Wild Area



Game Maps

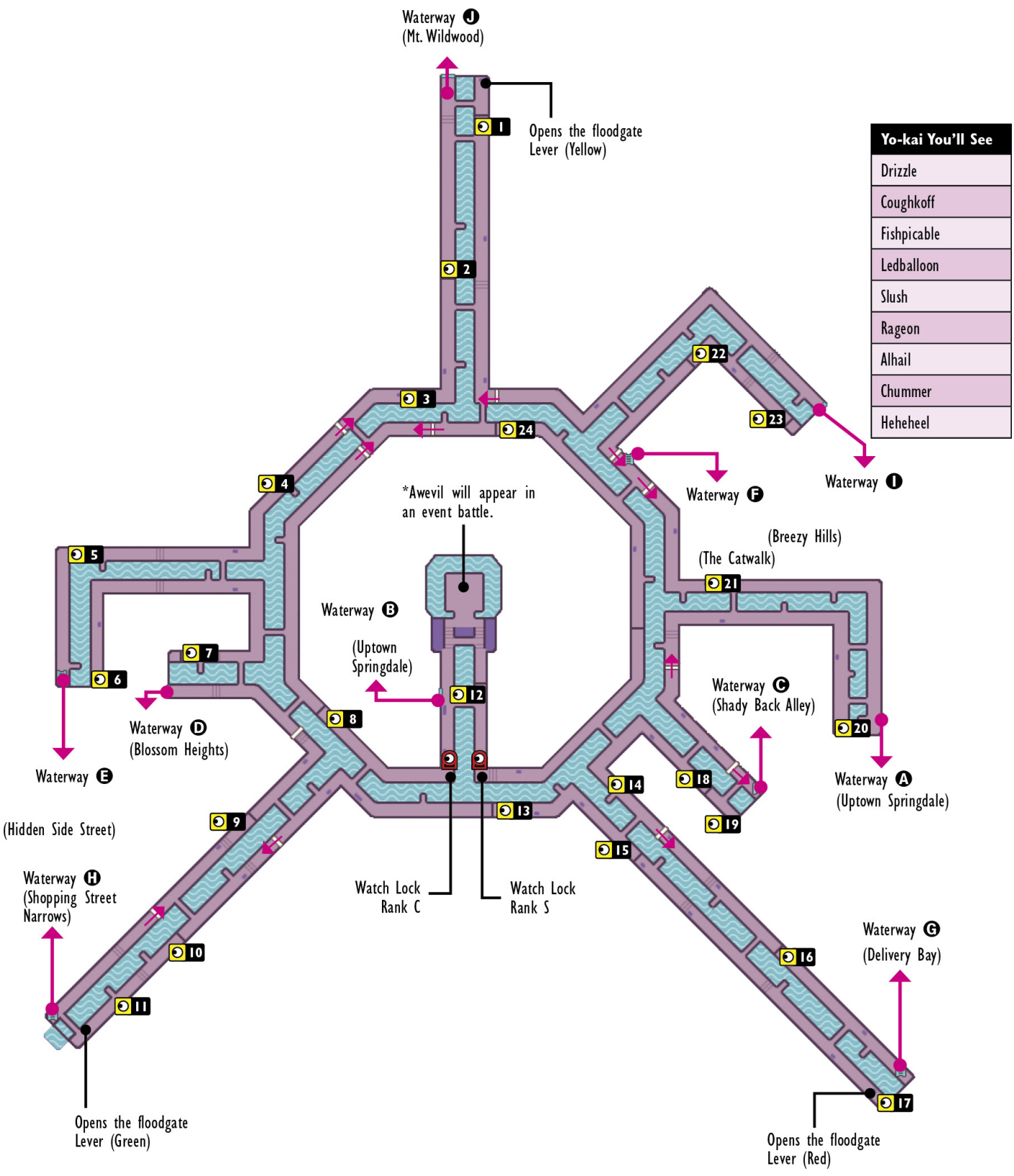
Springdale Underground Waterway



Sewers that flow between all six areas. This massive underground dungeon has Watch Locks and gates that can only be opened from one side. It is wise to unlock these whenever you get a chance.



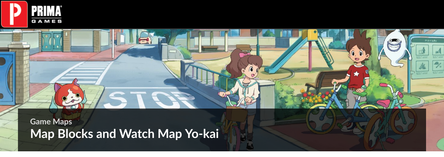
Most of the gates can only be opened from one side, but they can be opened from either side after they've been unlocked. The arrows on the map show the direction in which each can initially be opened.



Yo-kai You'll See
Drizzle
Coughkoff
Fishpicable
Ledballoon
Slush
Rageon
Alhail
Chummer
Heheheel

Chest (Yellow) Contents			
1 Ancient Scale	7 Soul Secrets	13 Blue Coin	19 Rusty Ring
2 Light Blue Coin	8 Pink Coin	14 Meteor Badge	20 Medium Exporb
3 Think Karate	9 Green Coin	15 Orange Coin	21 Hermes Badge
4 Purple Coin	10 Support Life #7	16 Mega Exporb	22 Yellow Coin
5 A Serious Life	11 VoltXtreme	17 Armor Charm	23 Guard Gloriously
6 Li'l Angel Heals	12 Top Techniques	18 Sun Bracelet	24 Red Coin

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Game Maps

Map Blocks and Watch Map Yo-kai

For the finishing touches on the game maps, this guide introduces the block classification of each area, its given name, and all of the Yo-kai that could possibly appear on the Watch Map there. Hopefully, it'll be useful to you in your search for Yo-kai.

Watch Map Type		
	**Trees**	They grow in various places in towns and mountains.
	**Bushes**	On mountains, in forests, in fields, and in other places where grass grows.
	**Objects**	Under cars or machinery, or in garbage cans.
	**Water**	Near rivers, beaches, ponds, and other such places.
	**Telephone Poles**	Telephone poles in towns.

Uptown Springdale



Field Block Classifications
1 Residential Area
2 Triangle Park
3 Triangle Way
4 Little Buds Preschool
5 Springdale Elementary
6 Wildwood Way
7 Riverbed
8 Bakery Crossing
9 Fish Place
10 9 Mainstreet

Alleys
Shady Back Alley/Lonely Waterway
The Catwalk
Desolate Lane

Alley Watch Map Yo-kai
Hungrybo (Day/Night)
Bungorge (Day/Night)

Field Watch Map Yo-kai
Day/Night
Cadin (Trees) Negashock (Trees) Coughkuff (Trees) Mudowl (Trees) Nowgy (Bushes) Shrubbo (Bushes) Stinkey (Bushes) Dollsmu (Objects) Mechanon (Objects) Snotsalong (Water) Wobbappa (Water)*
Day Only
Fidgephant (Bushes)
Night Only
Elf Sauce Trick (Trees) Toughpaint (Bushes)
Yo-kai with a low appearance rate
Scritchy (Rainy Day Only - Residential Area - Trees) Rhinormous (Night Only - Fish Place - Water) Boretail (Night Only - Fish Place - Trees) Sero (Rainy Night Only - Springdale Elementary - Bushes)

Mt. Wildwood



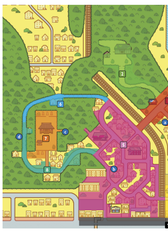
The Yo-kai data is divided into time of day and the type of map in which it appears. It also shows the blocks on which Yo-kai with low appearance rates are likely to appear.

Field Block Classifications
1 Mt. Wildwood
2 Wildwood Shrine
3 Sacred Tree Path
4 Mountain Trail
5 Catfish Pond
6 Spirit Falls Stream
7 Deserted House
8 Miners Path
9 Path Behind Spirit Falls

Field Watch Map Yo-kai
Day/Night
Buhu (Trees) Peckpocket (Bushes) Pyon (Bushes) Osmoopie (Bushes) Pupucle (Water)
Day Only
Enerfly (Trees) Hotshovel (Water)
Night Only
Enerfly (Trees) Beetler (Trees) Rhinogun (Trees) Croonger (Water)
Yo-kai with a low appearance rate
Poppollion (Day Only - Deserted House - Trees) Chilihuahua (Day Only - Catfish Pond & Spirit Falls Stream * Horrsplashy (Night Only - Mountain Trail - Trees)

* Refers to Yo-kai that appear on the Watch Map after you've befriended one of them.

Blossom Heights



Field Block Classifications
1 Sunny Road
2 Bamboo Path
3 Riverbed
4 Sunshine Station
5 Doughnut Hill
6 Moonlight Pass
7 True Path Temple
8 True Path Temple Way
9 Mainstreet

Alleys
Tucked-Away Lot
Hidden Side Street
Secret Byway
Prayer's Peak Tunnel

Alley Watch Map Yo-kai
Mainstreet (Day/Night)
Tattletail (Day/Night)
Dreamoda (Rain Only - Water)

Field Watch Map Yo-kai
Day/Night
Cadin (Trees) Helmuman (Trees) Mako (Bushes) Nmore (Bushes) Pyon (Bushes) Telephunk (Objects) Snotsalong (Water) Wobbappa (Water)* Aquak (Water) Telephone (Telephone Poles)
Day Only
Lullabeta (Trees)
Night Only
Migo (Trees) Pygo Bolt (Telephone Poles)
To-kai with a low appearance rate
Finnigo (Day Only - Moonlight Pass - Trees) Dragon Lord (Day Only - Bamboo Path - Trees)* Tumbo (Day Only - Sunshine Station - Objects) Uncle Tobacco (Rainy Night Only - Doughnut Hill - Telephone Poles)

Downtown Springdale



Field Block Classifications
1 Front of Station
2 Graduate Street
3 Mainstreet
4 Riverbed
5 Sunrise Way
6 Business District
7 Tipsy Way
8 West Road
9 Taskmaster Promenade
10 Rolling Waves Park

Alleys
Academy Shortcut
Behind Fronks
Delivery Bay

Dungeon
Construction Site

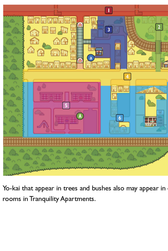
Alley Watch Map Yo-kai
Dismantila (Day/Night)
Chippa (Day Only)
Lodo (Night Only)

Field Watch Map Yo-kai
Day/Night
Capsoid (Trees) Magicore (Trees) Cyrcle (Bushes) Soupicon (Objects) Elbo (Objects) Rhyth (Water) Fishpuckle (Water) Rageon (Water)
Day Only
Wave (Trees) Nagatha (Objects) Wigle (Water)
Night Only
Dummkap (Trees) Casanova (Objects) Snoppa (Water)
To-kai with a low appearance rate
Bonlobdok (Day Only - Graduate Street - Objects)* Snipe (Day Only - Rolling Waves Park - Water) Swosh (Rainy Night Only - Rolling Waves Park - Water)

Dungeon Watch Map Yo-kai
Dismantila (Day/Night)
Robonyan (Day/Night)*

* Appears at low rate

Shopper's Row



Yo-kai that appear in trees and bushes also may appear in one of the rooms in Tranquility Apartments.

Field Block Classifications
1 Mainstreet
2 Owl Light Road
3 Snitch
4 Purist Street
5 Tranquility Apartments
6 Shade Road
7 Riverbed

Alleys
Shopping Street Narrows

Dungeon
Tranquility Apartments

Alley Watch Map Yo-kai
Dismantila (Day/Night)
Chippa (Day Only)
Lodo (Night Only)

Field Watch Map Yo-kai
Day/Night
Flounge (Trees) Grubstitch (Bushes) Chancer (Bushes) Sushiyama (Objects) Bubbleup (Objects) Fishpuckle (Water) Rageon (Water) Signobble (Telephone Poles)
Day Only
Nird (Trees) Pixi (Bushes)
Night Only
Sorghoom (Trees) Cavilun (Bushes)
To-kai with a low appearance rate
Bananaise (Day Only – Tranquility Apartments – Objects) Negrean (Day – Owl Light Road – Trees) Naughtorious (Night Only - Shade Road – Trees) Swarrie (Night Only – Tranquility Apartments – Objects) Tomato (Night Only - Riverside – Water)

Breezy Hills

Field Block Classifications
1 Estates
2 Mnemic Gardens
3 Stone House
4 Glens
5 Jogging Road
6 Guard Pond Park

Field Watch Map Yo-kai
Day/Night
Catable (Trees) Rattelle (Bushes) Grumpkin (Bushes) Woo (Objects) Bubbleup (Objects) Dobbin (Objects) Duckoon (Water) Sorta (Water)
Day Only
Mosqo (Trees)*
Night Only
Mecle (Trees)*
To-kai with a low appearance rate
Stogrado (Day Only - Guard Pond Park - Trees) Cacodoo Man (Night Only - Guard Pond Park – Trees) Ahm (Night Only - Estates - Water)*

*Will only appear after you've befriended one of them



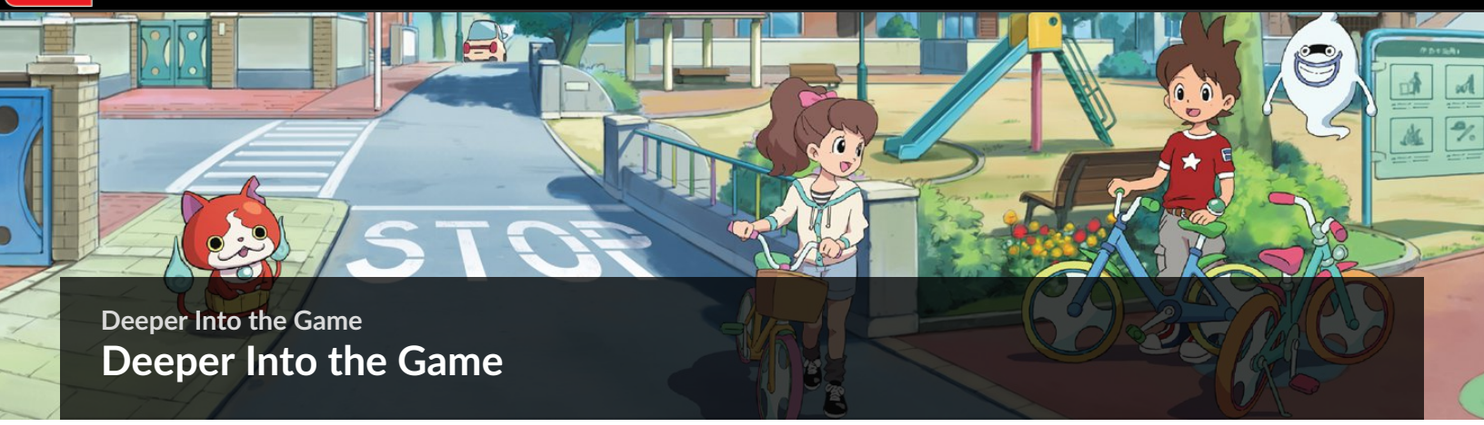
Springdale Underground Waterway

The sewers are not divided into blocks.

Field Watch Map Yo-kai	
Slush (Day/Night – Water)	Drizzle (Day/Night – Water)
Harchin (Day/Night – Water)	Gush (Day/Night – Water)*

* Appears at low rate

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Deeper Into the Game

Deeper Into the Game

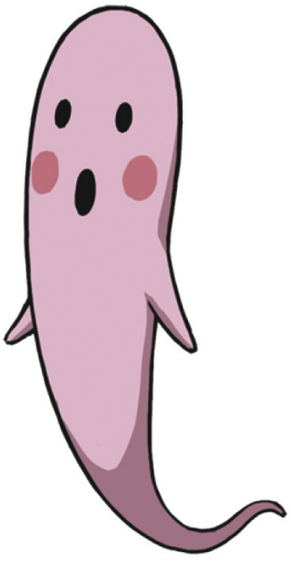
Now let's take a more in-depth look at some of the game systems in Yo-kai Watch. Here, we'll review Yo-kai evolution and fusion, and discuss how to enhance the overall strength of your team. We'll also explore the game's special event battles and reveal hidden bosses that can really boost your stats.

Exclusive Passwords = Excitement Coins!

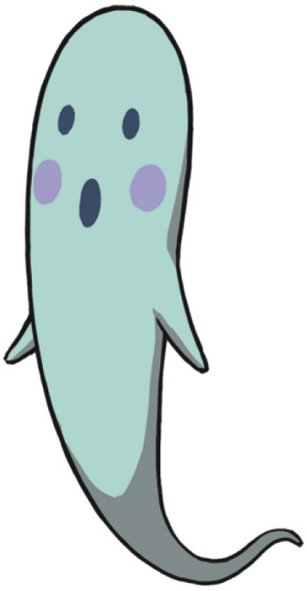
Excitement Coins are Crank-a-kai coins that aren't found in-game. Instead, you acquire special passwords from other sources and then input those codes at window 2 in the Lambert Post Office. When you insert an Excitement Coin in the Crank-a-kai, there's a very good chance that one of these four rare Yo-kai will appear!



Negasus



Daiz

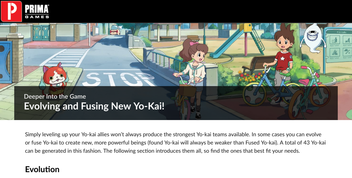


Confuze



Neighfarious

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Deeper Into the Game

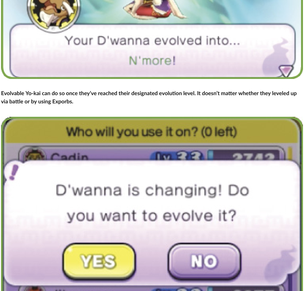
Evolving and Fusing New Yo-Kai!

Simply leveling up your Yo-Kai allies won't always produce the strongest Yo-Kai teams available. In some cases you can evolve or fuse Yo-kai to create new, more powerful beings (found Yo-kai will always be weaker than Fused Yo-kai). A total of 43 Yo-kai can be generated in this fashion. The following section introduces them all, so find the ones that best fit your needs.

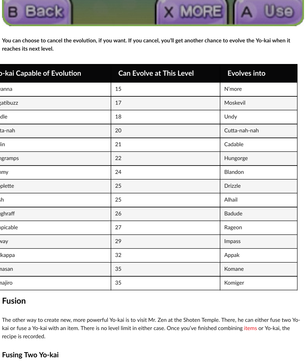
Evolution

Fifteen special Yo-kai in the game can "evolve"—that is, they can transform themselves into more powerful versions with new names. Yo-kai capable of evolution can do so when they reach a required level. This level varies from Yo-kai to Yo-kai. The earliest is D'wanna, who can evolve at level 15; the latest are Komason and Komajiro, who can evolve at level 35. Typically, the later a Yo-kai is able to evolve, the more powerful its evolved form will be.

Note that evolution is not automatic. You make the choice.



Evolvable Yo-kai can do so once they've reached their designated evolution level. It doesn't matter whether they leveled up via battle or by using Exporbs.



You can choose to cancel the evolution, if you want. If you cancel, you'll get another chance to evolve the Yo-kai when it reaches its next level.

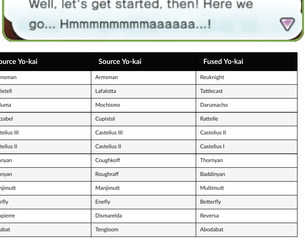
Yo-kai Capable of Evolution	Can Evolve at This Level	Evolves into
D'wanna	15	N'more
Negatibuzz	17	Moskevil
Pandle	18	Undy
Cutta-nah	20	Cutta-nah-nah
Cadin	21	Cadable
Hungramps	22	Hungorge
Dimmy	24	Blandon
Droplette	25	Drizzle
Slush	25	Alhail
Roughraff	26	Badude
Fishpickable	27	Rageon
Noway	29	Impass
Waikappa	32	Appak
Komasan	35	Komane
Komajiro	35	Komiger

Fusion

The other way to create new, more powerful Yo-kai is to visit Mr. Zen at the Shoten Temple. There, he can either fuse two Yo-kai or fuse a Yo-kai with an item. There is no level limit in either case. Once you've finished combining items or Yo-kai, the recipe is recorded.

Fusing Two Yo-kai

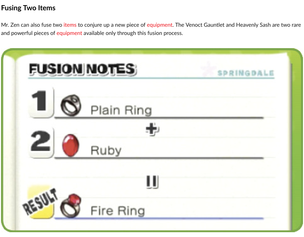
A total of 12 new Yo-kai can be created by fusing two "source" Yo-Kai. If you decide to fuse two source Yo-kai, the resulting entity combines the traits of its progenitors. Note that three Yo-kai created by this process—Castelius II, Castelius I, and Multimutt—are formed by combining two copies of the same source Yo-kai.



Source Yo-kai	Source Yo-kai	Fused Yo-kai
Helmsman	Armsman	Realknight
Tattistell	Lafalotta	Tattlecast
Dullumo	Mochismo	Darumacho
Dazzabel	Cupistol	Rattelle
Castelius III	Castelius III	Castelius II
Castelius II	Castelius II	Castelius I
Jibanyan	Coughkoff	Thornyan
Jibanyan	Roughraff	Baddinyan
Manjimutt	Manjimutt	Multimutt
Enerfly	Enerfly	Betterfly
Happierre	Dismarelda	Reversa
Hidabat	Tengloom	Abodabat

Fusing a Yo-kai with an Item

Sixteen rare Yo-kai can be created if you fuse a specific Yo-kai with a special item. For example: Combine the Yo-kai named Chansin with the Legendary Blade to create the powerful Sheen!



Source Yo-kai	Source Item	Fused Yo-kai
Castelius I	Platinum Bar	Castelius Max
Chansin	Legendary Blade	Sheen
Chansin	Cursed Blade	Snee
Chansin	Holy Blade	Gleam
Beetler	General's Soul	Beetall
Cupistol	Love Buster	Casanova
Signibble	GHz Orb	Signiton
Frostina	Glacial Clip	Blizzaria
Rhinoggin	Unbeatable Soul	Rhinormous
Pupsicle	Snowstorm Cloak	Chihuahua
Shmoopie	Love Scepter	Pinkipoo
Ake	Buff Weight	Payn
Grumples	Ageless Powder	Everfore
Timidevil	Shard of Evil	Beelzebold
Noko	Drop of Joy	Bloominoko
Draggle	Dragon Orb	Dragon Lord

Post-Fusion Yo-kai Levels

The level of any newly fused Yo-kai is based on the levels of its source Yo-kai. Here are the simple formulas:

When Fusing Two Yo-Kai

Level of Fused Yo-kai = Sum of the levels of the two source Yo-kai divided by 2

When Fusing Yo-Kai with Item

Level of Fused Yo-kai = Same as source Yo-kai

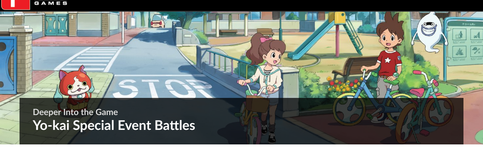
Fusing Two Items

Mr. Zen can also fuse two items to conjure up a new piece of equipment. The Venoct Gauntlet and Heavenly Sash are two rare and powerful pieces of equipment available only through this fusion process.



Source Item	Source Item	Fused Item
Holy Water	Dingy Scale	Ancient Scale
Venoct Aura	Tattered Gauntlet	Venoct Gauntlet
Cracked Crystal	Crystal Shard	Crystal Ball
Clenzall	Yellowed Sash	Heavenly Sash
Plain Ring	Ruby	Fire Ring
Plain Ring	Aquamarine	Water Ring
Plain Ring	Topaz	Lightning Ring
Plain Ring	Tourmaline	Earth Ring
Plain Ring	Opal	Ice Ring
Plain Ring	Emerald	Wind Ring
Blank Charm	Ruby	Blaze Charm
Blank Charm	Aquamarine	Flood Charm
Blank Charm	Topaz	Bolt Charm
Blank Charm	Tourmaline	Quake Charm
Blank Charm	Opal	Frost Charm
Blank Charm	Emerald	Storm Charm

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Deeper Into the Game

Yo-kai Special Event Battles

Four very strong Yo-kai emerge into the world once you complete the game's story. Their powers are substantial, rivaling the toughest bosses. When roaming Springdale and whereabouts after the story is finished, you can challenge each of the four as many times as you wish, making them perfect for testing your skills or leveling up. You can even earn their friendship if you defeat them, adding their medals to your Medallium!

Stat Note

The HP, EXP, and Money rewards for each Special Event Battle vary slightly from fight to fight. The values listed here are averages.

The only drawback is that, win or lose, you can fight only one of these enhanced Yo-kai per real day. This 24-hour period is reset every morning when the internal clock on your 3DS hits 6:00 am.

Grainpa



HP	Weak Against
1936	

Reward					
EXP	5490	Money	1069	Item	Candy Apple / Opal

Location:

Hungry Pass

You will not be able to visit this area until you've reached Watch Rank S.

Grainpa's technique, Soultimate Move, and Inspirit are all restorative, so be prepared for a long and grueling fight. Rice's Kindness is particularly troublesome, allowing Grainpa to Inspirit himself and restore HP every turn. One effective way to combat this is to use Greesel in your party to steal the effect from the enemy.

On the offensive side, Grainpa's Headsmack attack is quite damaging. However, it can be rendered useless if you've got Baddinyan with a sticker of hate on your side; his Pompadour skill is able to dodge the attack!

Skreek



HP	Weak Against
1914	

Reward					
EXP	8862	Money	1911	Item	Fruit Drops / Soul Secrets

Location:

Byrd House—Hidden Room

This battle is available after you complete Request 100, "Bird Collection 2."

In quick, back-to-back strikes, this tough Yo-kai can fire off Despair, his immobilizing Inspirit, and then follow up with Meet the Reaper, a powerful Soultimate Move that reduces your full party's stats. You'll want Yo-kai on your team with skills like Matchless Shell (Almi and Spenp) and Miraculous Scales (Enerfly, Enefly, Betterfly, or Peppillon) that nullify Inspirit attacks.

Corptain



HP	Weak Against
2595	

Reward					
EXP	11,742	Money	2348	Item	Getaway Plush / Soul Secrets

Location:

Old Mansion—Side House Attic

Once the gate to the Old Mansion's Side House is open, you can gain access to its attic by talking to a man on the second floor of Gourd Pond Museum.

This S-Rank warrior is an honorable fellow, and his Stab Storm hits with extremely high attack power. In addition to normal attacks hitting five times, the critical hit rate of this Ticket to Hades Soultimate Move is very high, making this battle one in which you're likely to suffer heavy damage. Make sure you have a lot of food on hand and are accompanied by Yo-kai that can restore HP.

Awevil



HP	Weak Against
2862	

Reward					
EXP	13,008	Money	2805	Item	Nasty Medicine / A Serious Life

Location:

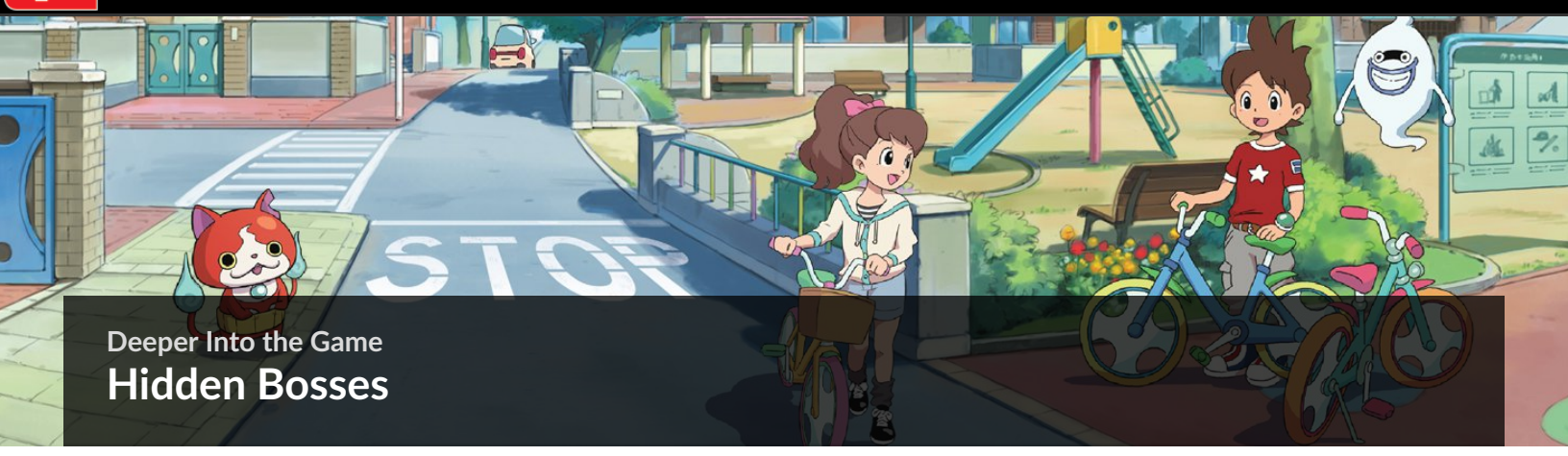
Springdale Underground Waterway

You won't be able to fight Awevil until you've opened all three floodgates!

Awevil is the strongest of the four special event Yo-kai. His Darkness Power is likely to give you the biggest trouble, as he uses this ability to continually steal HP from your team. And his Soultimate Move, called Pitch Black Curse, will immobilize and inflict damage on your entire party.

Finally, his Ultimate Dark skill is unavoidable—its Inspirit success rate is 100%—and it can completely nullify the likes of Matchless Shell or Miraculous Scales. Move any Inspirited Yo-kai to your back line and purify immediately to minimize the damage inflicted.

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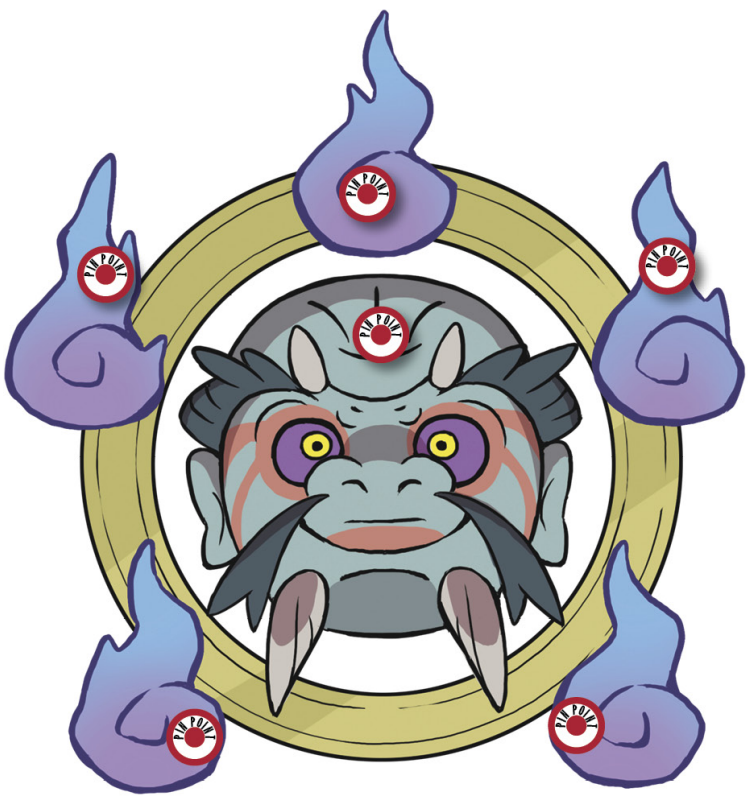


Deeper Into the Game

Hidden Bosses

Guess what? Hidden bosses lurk out there; bosses that have nothing to do with the story or sub-quests. These entities can be challenged any time after reaching Chapter 5 and Watch Rank A. Be warned, however, that they are quite strong and won't go down easily. Your best bet may be to wait until after you've completed the main story to fight them.

Duwheel





HP	Weak Against
4500	

Reward					
EXP	3800	**Money**	20,000	**Item**	Fire Ring

Find Duwheel in the Mine

It takes work to find this boss. First, go up Mt. Wildwood's mountain trail and find the old Abandoned Tunnel. Work across the West Cave to the Rank A Watch Lock and go through to reach the East Cave. Your first goal is to get your hands on Payn Oil and the Signiton Engine.

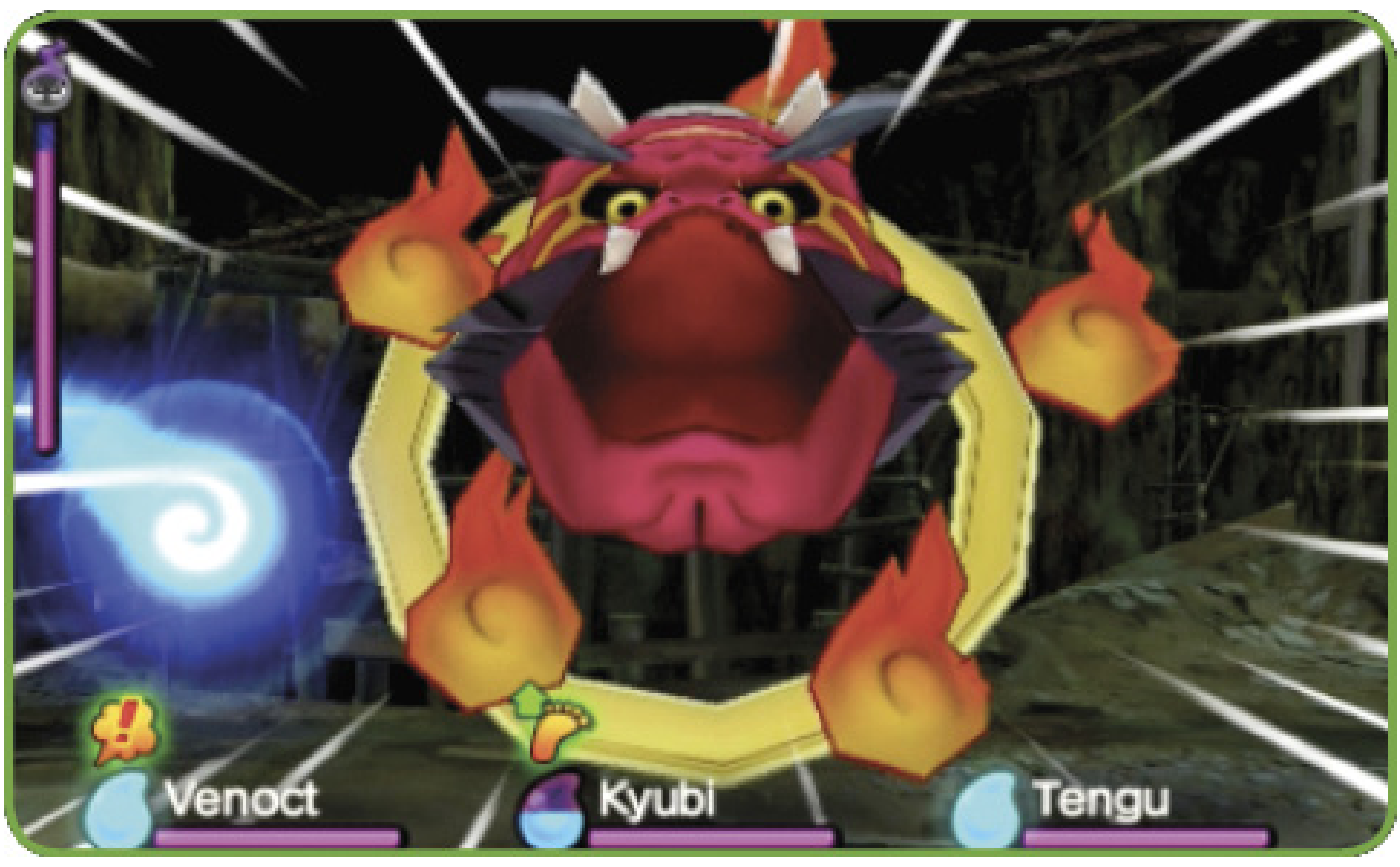
Payn Oil can be found in a chest on the upper part of the map. Then find and defeat Signiton to acquire his Signiton Engine. Now you can head back to the West Cave to repair the broken trolley. Ride it to find Duwheel.



Signiton awaits you back where you reset the points. Defeat him to receive a Siginiton Engine.

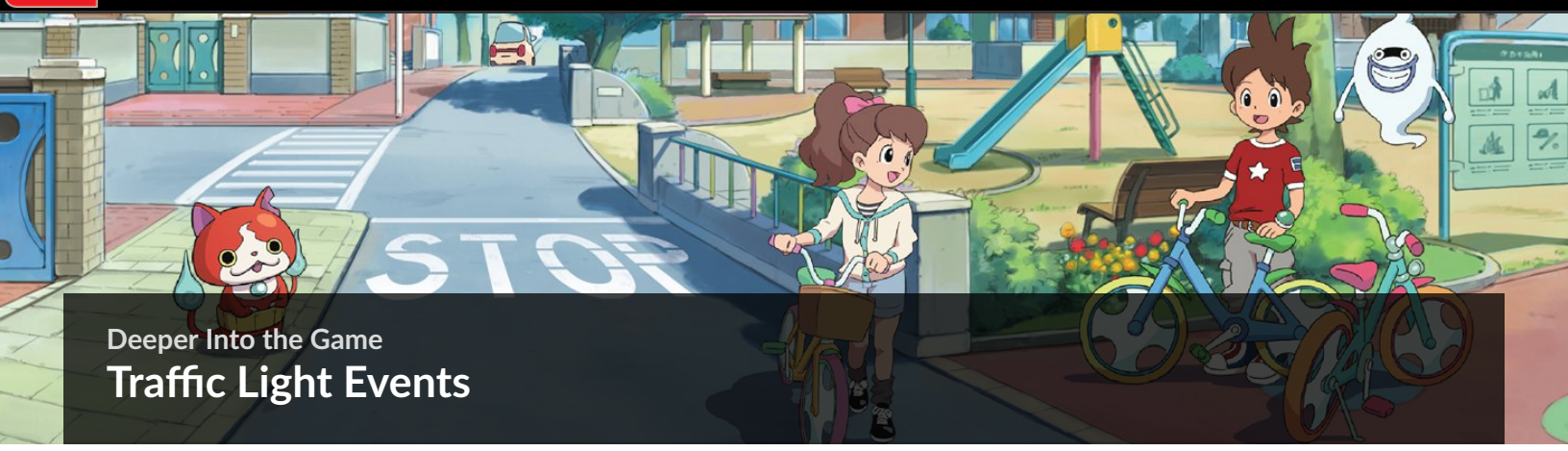
Defeat Duwheel!

One of the five Wisps around Duwheel's face is its weak point. An attack on any of the other four Wisps will trigger a counterattack. Unfortunately, the weak Wisp will alternate over time; it's easy to lose track of its location. Five attacks on its face or weak point causes its body to turn red in anger. A good strategy is to not hit the Wisps and position a Daiz or Confuse to be hit by the Soultimate Move.



After Duwheel's face reddens in anger, watch out as he charges up his Soultimate Move, a fiery deployment of Wisps called Redsplosion!

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Deeper Into the Game

Traffic Light Events

Pushbutton traffic signals are installed at crosswalks around town. Using them, or not using them, can trigger special events. You can earn a reward if you regularly cross the street when the light is green, as you're supposed to. But if you consistently ignore the signal (and Whisper's warnings) and cross when the light is red, you will be punished. The punishment is a battle with a very powerful Yo-kai. You can also avoid crosswalks altogether to avoid their effects.

The "Good Kid Count"

The crosswalk system has a hidden counter built into it. Your "good kid count" starts at zero and increases by one every time a crossing is done correctly—that is, you push the crosswalk button and wait until the light turns green. The count decreases by one if the "Wait" signal is ignored and you cross the street against the red light. A reward event is triggered if the count reaches plus five, while a punishment event is triggered if it reaches minus five.

Count Reaches Plus Five

When you cross correctly, a bell sounds and a musical note appears overhead. Again, this increases your count by one. When the good kid counter hits five, a sparkle appears at your feet. Pick it up to get a random item reward.



A musical note appears overhead and you hear a "ding" when you use the crosswalk correctly.

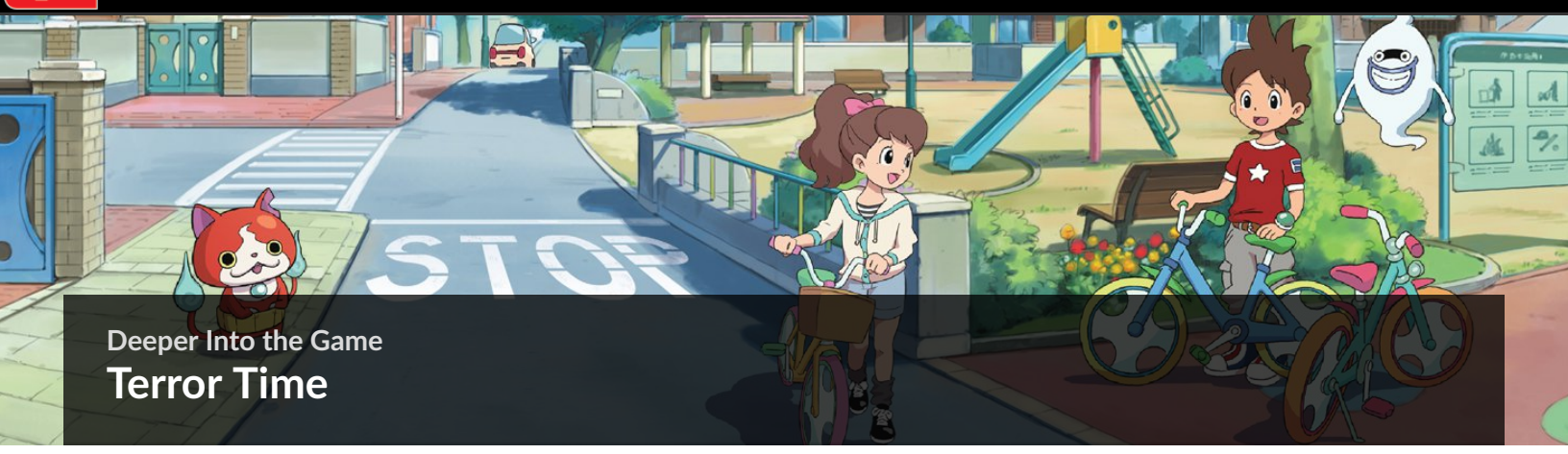
Count Reaches Minus Five

When you cross incorrectly, you hear a "buzz." This decreases your count by one. When the good kid counter reaches minus five, Snartle appears, ready to punish the little brat who refuses to follow the rules. Snartle has an A-level Strength rating and overwhelmingly high attack power, so early on you stand a small chance to win…and he gains strength as the story progresses! If you do manage to beat him, there's a chance that he'll join you.



Snartle strikes with a 3-hit normal attack called Lightning Slash. He also has a nasty 10-hit Soultimate Move called For Naughty Brats. Snartle's skill drastically raises his STR when he downs a Yo-kai.

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Deeper Into the Game

Terror Time

At some point, you inevitably trigger a bout of Terror Time. This scary interlude lingers until you find your way to the exit door marked on your map. One upside of Terror Time is that you can pick up valuable items from chests as you evade the wrath of the Oni during your escape. But there's another: if you can manage to defeat an Oni, the rewards are significant.



Yes, the Oni are powerful, frightening creatures. But if you've trained a strong corps of Yo-kai allies and you're confident in your abilities, you might just have a chance.

How Strong Are the Oni?

The Oni come in three levels. Defeat a regular Gargaros, and you'll be faced with a beefed up Ogralus during the next Terror Time. Manage to beat that Ogralus, you'll face an Orcanos the time after that. The strength of the powerful Orcanos looks off the charts! And yet, it can be beaten. Doing so may yield ultra-luxurious rewards.

Oni	HP	EXP	Money	Item
Gargaros	6000	6700	30000	Hidden Hits, Fiend Badge
Ogralus	8000	10000	40000	Top Techniques, Fiend Ring
Orcanos	9900	15000	50000	Soul Secrets, Holy Blade

Chest Placement

The chest distribution during Terror Time is random, but the number of chests that appears is fixed per area. If you're not interested in getting each and every chest, you might find that you have an easier time in areas with a lot of them.

Area Name	Chests During Terror Time
Uptown Springdale	5
Blossom Heights	6
Downtown Springdale	7
Shopper's Row	8
Breezy Hills	9

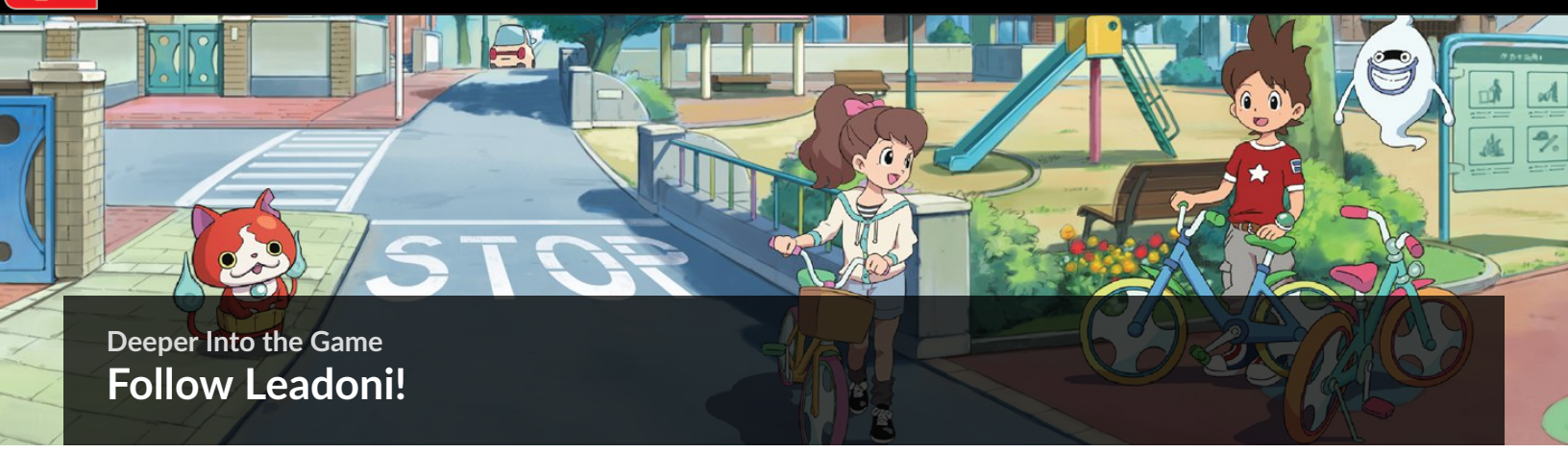
Chest Contents

The quality of the stuff you can find in Terror Time chests improves dramatically once you've completed the main story. If you're grabbing chests, the Epilogue is the best time to do it. Check out the list of goods you can find then.

Content of Terror Time Chests during Epilogue
Fiend Band
Shard of Evil*
Fiend Ring
Dragon Orb*
Fiend Charm
Holy Exporb
Glacial Clip*
Venoct Aura
Snowstorm Cloak
Tattered Gauntlet
Ageless Powder*

* Will not drop until requests have been completed

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Deeper Into the Game

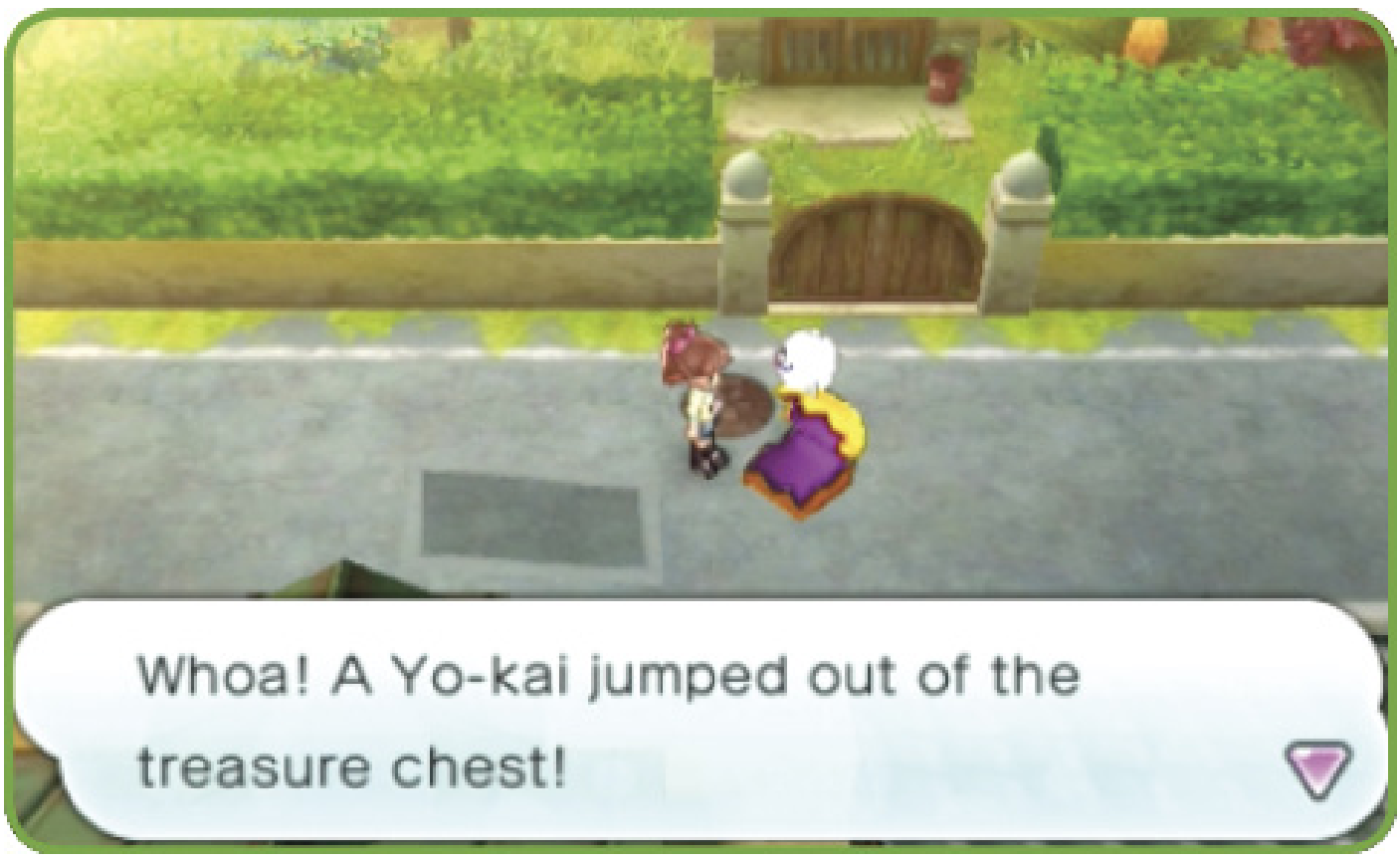
Follow Leadoni!

Occasionally, Leadoni pops up in town. Strike up a conversation with him and he leads you on a wild chase. If you can keep up, you'll discover a chest at the end of the romp. This event can be repeated any number of times, so there's no pressure to chase Leadoni if you're busy with other events. Give it a shot when you've got free time on your hands.



Leadoni may be fast, but you shouldn't have too much trouble keeping up if you use a bicycle or dash as often as you can. But Leadoni appears in each area only once per game day.

Leadoni Chest Contents: Items or Yo-kai?



Leadoni's chests can contain good stuff. For example: Strong Rank-B Yo-kai may appear in Breezy Hills and Shopper's Row!

Leadoni's chests can contain items or Yo-kai. The Yo-kai that emerge differ depending on the area. The further into the story an area first appears, the more likely Leadoni's chests offer better contents like Exporbs or higher-level Yo-kai! The Yo-kai want a battle, but you have a chance to befriend them after the fight.

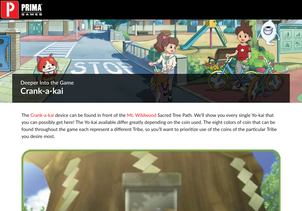
Rare Items in Leadoni's Chests

Area	Items
Uptown Springdale	Large/Medium Exporb, Staminum Alpha, Nasty Medicine
Blossom Heights	Silver Doll, Bitter Medicine, Li'l Angel Heals, Medium Exporb
Downtown Springdale	Medium/Large Exporb, Staminum Alpha, Skill Compendium
Shopper's Row	Silver Doll, Staminum Alpha, Medium Exporb, Think Karate
Breezy Hills	Large Exporb, Staminum Alpha, Skill Compendium, Think Karate

Yo-kai Level in Leadoni's Chests

Area	Levels
Uptown Springdale	1 - 16
Blossom Heights	4 - 23
Downtown Springdale	11- 29
Shopper's Row	14 - 25
Breezy Hills	17 - 28

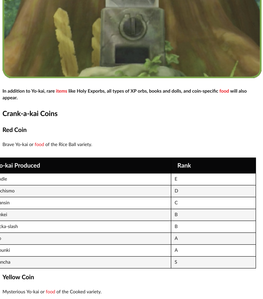
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Deeper Into the Game

Crank-a-kai

The Crank-a-kai device can be found in front of the Mt. Wildwood Sacred Tree Path. We'll show you every single Yo-kai that you can possibly get here! The Yo-kai available differ greatly depending on the coin used. The eight colors of coin that can be found throughout the game each represent a different Tribe, so you'll want to prioritize use of the coins of the particular Tribe you desire most.



In addition to Yo-kai, rare items like Holy Exports, all types of XP orbs, books and dolls, and coin-specific food will also appear.

Crank-a-kai Coins

Red Coin

Brave Yo-kai or food of the Rice Ball variety.

Yo-kai Produced	Rank
Pandle	E
Mochismo	D
Chamsin	C
Benkei	B
Slacka-slash	B
Sinz	A
Kapunki	A
Cruncha	S

Yellow Coin

Mysterious Yo-kai or food of the Cooked variety.

Yo-kai Produced	Rank
Snotsoking	E
Signbbbe	D
Q'wit	C
Eqzy	B
Alloo	B
Signbzo	A
Casanono	A
Frostail	S

Orange Coin

Tough Yo-kai or food of the Hamburger variety.

Yo-kai Produced	Rank
Nowsy	E
Ledbalboon	D
Mad Mountain	C
Badude	B
Darumacho	B
Bruff	A
Waldin	A
Goldenyan	S

Pink Coin

Charming Yo-kai and food of the drink variety.

Yo-kai Produced	Rank
Pupsicle	E
Komajiro	D
Shmoopie	C
Cadalie	C
Skelebella	B
Snguraiz	B
Sujoyo	A
Damona	S

Green Coin

Heartful Yo-kai and food of the Vegetable variety.

Yo-kai Produced	Rank
Hungramps	E
Lodo	D
Happierre	C
Hungorge	B
Ol' Fortune	B
Dubbles	A
Reversette	A
Auntie Heart	S

Blue Coin

Shady Yo-kai and food of the Ramen variety.

Yo-kai Produced	Rank
Negatibuzz	E
Myninno	D
Tongloom	C
Contrarioni	B
Agon	B
Nul	A
Scritchy	A
Count Cavity	S

Purple Coin

Eerie Yo-kai and food of the Meat variety.

Yo-kai Produced	Rank
Manjinutt	E
Peckpocket	E
Nagatha	C
Grumpkin	B
Multinutt	B
Cuttlecheez	A
Sir Borus	A
Eterna	S

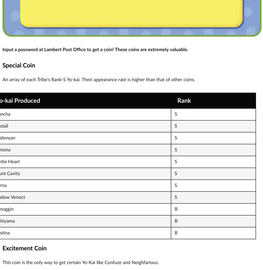
Light Blue Coin

Slippery Yo-kai and food of the Fish variety.

Yo-kai Produced	Rank
Fishpalable	D
Hehehoel	D
Chummer	C
Ragoon	B
Cyruke	B
Slitherel	A
Tunatic	A
Shadow Venoct	S

Special Coins & Excitement Coins

Special Coins and Excitement Coins can be acquired only by using QR codes or passwords published in magazines. The Special Coin offers an array of amazing Rank-S Yo-kai. The Excitement Coin produces lower ranking but difficult to obtain Yo-kai.



Input a password at Lambert Post Office to get a coin! These coins are extremely valuable.

Special Coin

An array of each Tribe's Rank-S Yo-kai. Their appearance rate is higher than that of other coins.

Yo-kai Produced	Rank
Cruncha	S
Frostail	S
Goldenyan	S
Damona	S
Auntie Heart	S
Count Cavity	S
Eterna	S
Shadow Venoct	S
Rhinoggin	B
Sushiyama	B
Frostina	B

Excitement Coin

This coin is the only way to get certain Yo-Kai like Confuze and Neighfarious.

Yo-kai Produced	Rank
Oaiz	C
Confuze	B
Negmun	A
Neighfarious	A
Skelebella	B
Jibanyan	D
Nul	A

Nintendo 3DS Play Coins

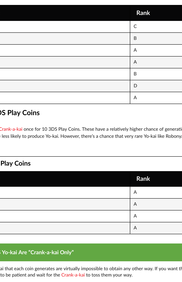
You can crank the Crank-a-kai once for 10 3DS Play Coins. These have a relatively higher chance of generating items than other coins and are less likely to produce Yo-kai. However, there's a chance that very rare Yo-kai like Robonyan will show up!

3DS Play Coins

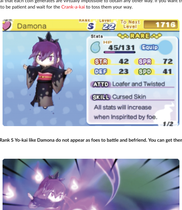
Yo-kai Produced	Rank
Robonyan	A
Pookkid	A
Sir Borus	A
Tunatic	A

Many Rank-S Yo-kai Are "Crank-a-kai Only"

The Rank S Yo-kai that each coin generates are virtually impossible to obtain any other way. If you want them on your side, you'll have to be patient and wait for the Crank-a-kai to toss them your way.

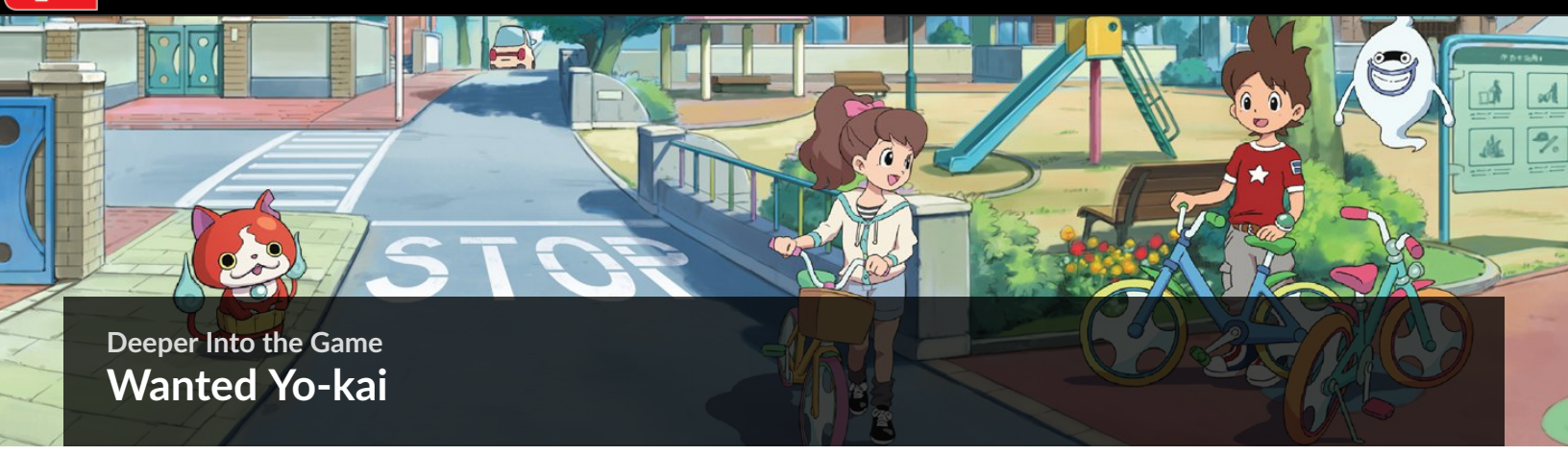


Some powerful Rank S Yo-kai like Damona do not appear as foes to battle and befriend. You can get them only via the Crank-a-kai.



Naturally, their abilities are second to none. What else would you expect from Rank S?

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Deeper Into the Game

Wanted Yo-kai

Find Yo-kai Detective Holdit in the parking lot next to Lambert Post Office. He tells you about a criminal Yo-kai and asks you to catch him. The culprit can be found somewhere in town, and appears once a day. (The day changes at 6:00 AM, real time.) These creatures are fast, however, and evade you if chased normally. You'll have to sneak up to catch them.



Catching a Wanted Yo-kai won't result in a battle. Nor can you befriend them, so they can't end up in your Medallium.

Get a Wanted Yo-Kai Password!

Wanted Yo-kai remain at large for one week of real time. If you manage to catch the target three times during this period, you're rewarded with one character of a longer password. If you don't, they get away and Detective Holdit issues a warrant for a new Yo-kai criminal. The single character the Yo-criminal provides varies game to game, and there's 3 to 8 characters in every password, so you'll need to work with other players to complete each one.

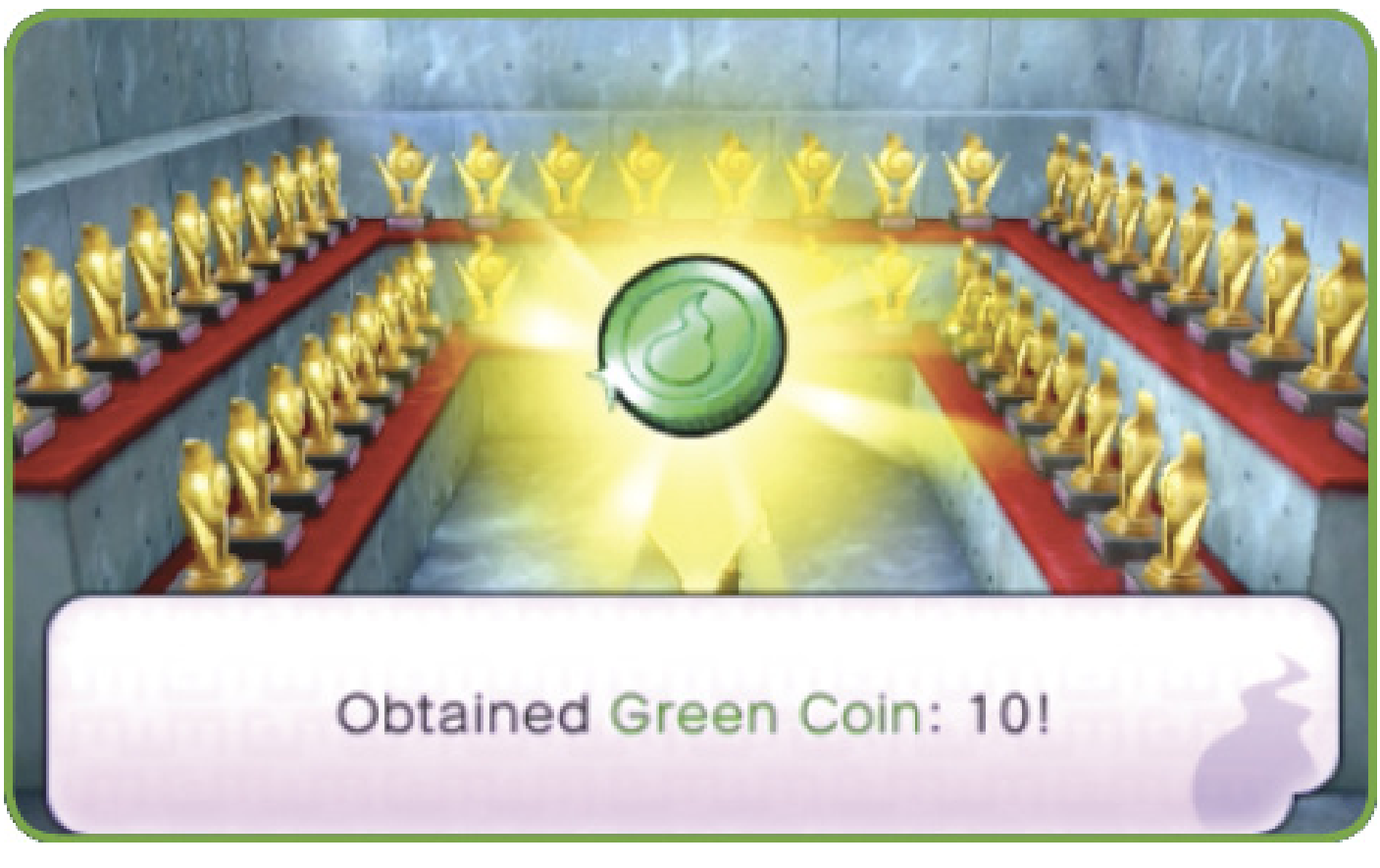
Earning a Trophy

Once you assemble a complete password, enter it at Window No. 2 of Lambert Post Office. You'll receive a reward item and a trophy. Be sure to input the password as soon as you receive it! The password is no longer valid the moment the new Wanted Yo-kai appears.



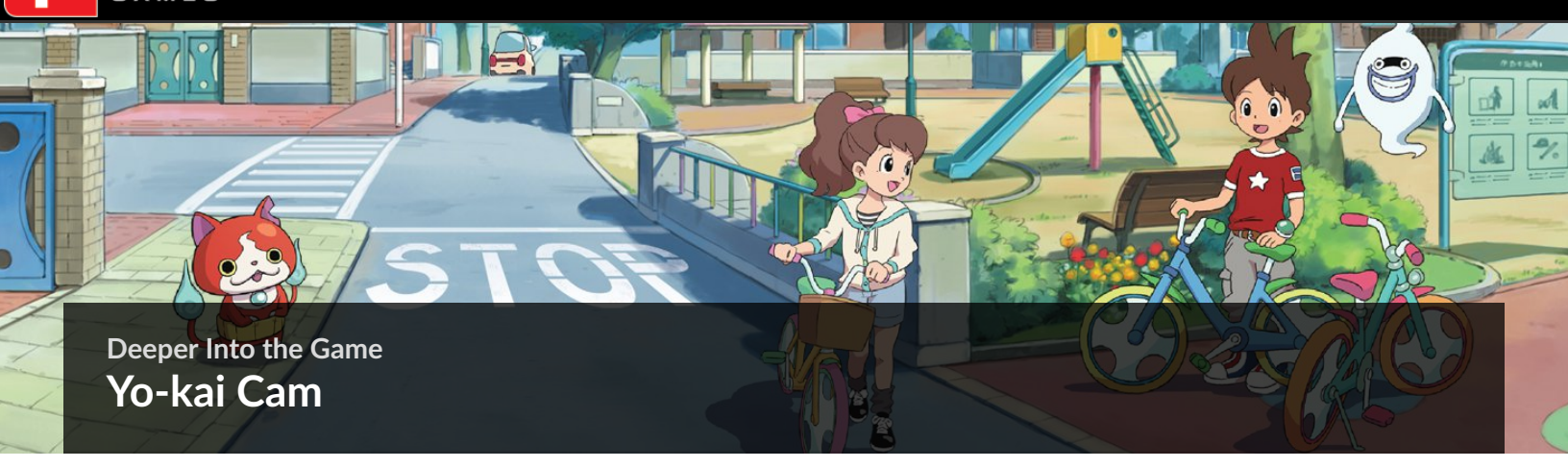
Here's how you want your Trophy Room to look eventually...

Once you own a trophy, you'll be allowed entry into the Trophy Room in the middle of Gourd Pond Park in Breezy Hills. The trophies you've received will be displayed here. Be sure to chat with Goldenyan while you're there! He just might have a surprise for you.



Goldenyan may give you some coins if you talk to him after earning a trophy.

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Deeper Into the Game

Yo-kai Cam

If you select “Yo-kai Cam” from the Title screen and use the 3DS camera to take a photo of someone, you learn that a Yo-kai has Inspirited your subject! You can earn a number of different rewards based on the number of photos you’ve taken and Yo-kai uncovered. Here, we’ll tell you more about what’s available. Taking photos of everyone around you can earn you many of the items mentioned here.

Photo Rewards!

You can pick up rewards at Lambert Post Office for taking certain numbers of Yo-kai Cam photos. However, a photo doesn’t count if it results in a previously generated Yo-kai.

Photos Taken	Reward
1	Bronze Doll
3	Bitter Medicine
5	Medium Exporb
10	Top Techniques
15	Tough Bell
20	Hidden Hits
30	A Serious Life
40	Mighty Medicine
50	Illusion Ring
60	Large Exporb
70	Reflector
80	Mega Exporb
90	Die of Fate
100	Soul Secrets
110	Galaxy Charm
120	Turnabeads
130	Golden Doll
140	Fiend Charm
150	Ancient Scale
160	Fiend Badge
170	Reversword
180	Heavenly Sash
190	Fiend Ring
200	Holy Exporb
210	Vampiric Fangs
223	Fiend Band



Taking multiple photos of the same person will typically generate the same Yo-kai. Take photos of a lot of different people.

Photo Challenges!

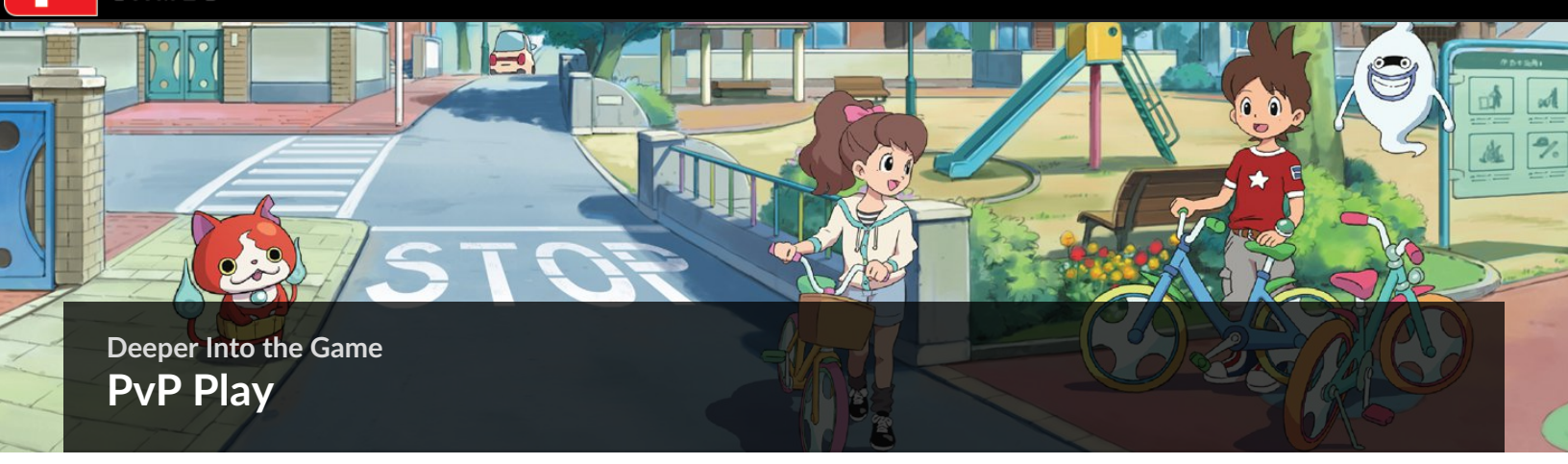
Yo-kai Watch sets a new photo challenge each day. Keep snapping photos until you get a shot of the Yo-kai type called for in the challenge. The challenge changes daily when your 3DS clock hits 6:00 a.m. Occasionally, you get special Yo-kai challenges besides those displayed below.



The Yo-kai Cam sets a daily challenge for your photography adventures.

Challenge	Reward
Charming Yo-kai	Pretty Ring
Tough Yo-kai	Medium Exporb x 3
Heartful Yo-kai	Shiny Badge
Mysterious Yo-kai	Top Techniques
Shady Yo-kai	Dancing Star x 3
Eerie Yo-kai	Sticker of Hate
Brave Yo-kai	Sun Bracelet
Slippery Yo-kai	Mighty Medicine
Rank E Yo-kai	Dancing Star x 3
Rank D Yo-kai	Large Exporb x 2
Rank C Yo-kai	Silver Doll x 2
Rank B Yo-kai	Mega Exporb
Rank A Yo-kai	Golden Doll
Rank S Yo-kai	Holy Exporb
Rare Yo-kai	Holy Exporb x 3
Legend Yo-kai	Holy Exporb x 5
Yellow Yo-kai	Yellow Coin
Blue Yo-kai	Blue Coin
White Yo-kai	Clenzall
Pink Yo-kai	Pink Coin
Black Yo-kai	Purple Coin
Green Yo-kai	Green Coin
Girl Yo-kai	Heavenly Sash
Winged Yo-kai	Speed Talisman x 5
Horned Yo-kai	Brute Bracer
Bug-like Yo-kai	Black Syrup x 10
Bearded Yo-kai	Beefy Bell
Feline Yo-kai	Speed Bell
Canine Yo-kai	Beef Tongue x 5
Sword Yo-kai	Cursed Blade
Tasty Yo-kai	Shrimp Rice Ball x 5

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Deeper Into the Game

PvP Play

PvP (player versus player) play lets you to pit a team of six of your Yo-kai allies against another player's Yo-kai squad. These encounters are basically the same as ordinary Yo-kai combat but with a few exceptions. Commit these to memory to avoid getting confused in the heat of battle!

Differences from Normal Play

No Items! Zero Soul! Full HP!

The biggest change from a normal match is that PvP players cannot use food and talisman to buff up or restore their Yo-kai allies. Also, no matter the condition of your Yo-kai prior to battle, they always start a PvP match with full HP and their Soul Meter at zero. These restrictions affect your choice of Yo-kai for a PvP fighting team.

Since you can't use food to replenish HP, you want to include at least one Yo-kai with healing abilities in your team. And because you can't use items to restore soul power, Soultimate Moves aren't available until the battle has progressed a bit. This makes a character like Venoct very valuable—his Venocharge skill charges his Soul Meter faster! The first player with enough soul for Soultimate Moves can gain a distinct advantage.

No Wheel Spin for Three Seconds!

Once you spin the Yo-kai Wheel to change your front line during PvP combat, the wheel cannot be moved again for at least three seconds after it stops. (You see a three-second timer counting down in the middle of the wheel.) This makes the arrangement of your team more important. Avoid getting stuck with a front line with low HP and no healer!



The three-second countdown appears in the middle of your Yo-kai Wheel. You can't spin again until it hits zero.



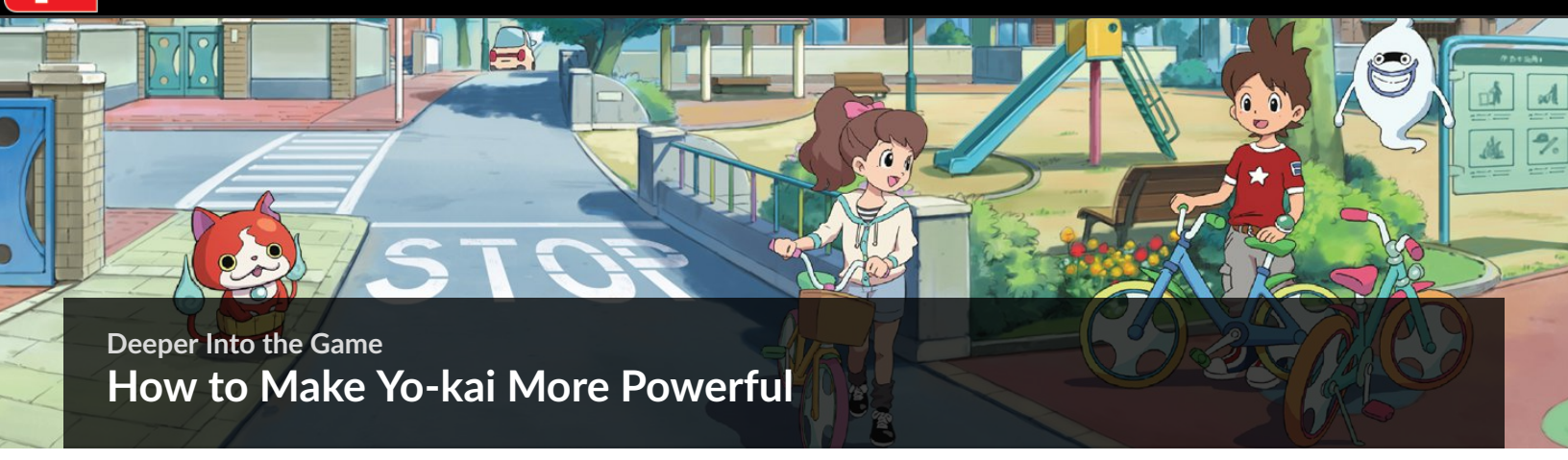
Choose from up to 29 battle maps. The number of maps available increases as you make your way through the game.

PvP Rank Titles

You can increase your rank more rapidly if you beat opponents ranked higher than you.

Rank	Title
1	Yo-kai Novice
2	Yo-kai Rank 14
3	Yo-kai Rank 13
4	Yo-kai Rank 12
5	Yo-kai Rank 11
6	Yo-kai Rank 10
7	Yo-kai Rank 9
8	Yo-kai Rank 8
9	Yo-kai Rank 7
10	Yo-kai Rank 6
11	Yo-kai Rank 5
12	Yo-kai Rank 4
13	Yo-kai Rank 3
14	Yo-kai Rank 2
15	Yo-kai Rank 1
16	Yo-kai Expert
17	Yo-kai Mentor
18	Yo-kai Teacher
19	Yo-kai Professor
20	Yo-kai Champion
21	Yo-kai Master
22	Yo-kai Superhuman
23	Yo-kai Wizard
24	Yo-kai Ruler
25	Yo-kai Genie
26	Yo-kai Deity

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Deeper Into the Game

How to Make Yo-kai More Powerful

Leveling up isn't the only way to improve your Yo-kai. Special items can enhance Yo-kai abilities, sometimes significantly.

Use Books to Match Abilities and Attitude

No matter how many amazing abilities your Yo-kai possesses, it will never reach its true potential until those abilities and its personality (shown in its stats display as ATTD, or Attitude) are in line with one another. Each Yo-kai type and its recommended personality are shown in the table on the right. Use books to change the attitude readout of your Yo-kai as soon as you can.



Choose the personality that has the highest likelihood of unleashing your best attacks!

Yo-kai Type	Best Personality Match	Book to Use
Attack	Rough	Use Karate
Defense	Calm	Guard Gloriously
Technique	Brainy	Skill Encyclopedia
Healing	Tender	Bye, Lil Angel
Sabotage	Cruel	The Perfect Pest
Support	Devoted	Support Special

Dedicated Equipment

Amongst the items available to equip in the game are certain ones that can only be equipped by certain Yo-kai. This "dedicated equipment" tends to have an extraordinarily positive impact on the Yo-kai's stats.

Item	Effect	Item Dedicated to:
Cicada Sword	STR +30, SPD +20	Cadin Line
Beefy Bell	SPR +30	Jibanyan Line
Spell Bell	STR +50	Jibanyan Line
Tough Bell	DEF +50	Jibanyan Line
Speed Bell	SPD +30	Jibanyan Line
Big Bottle	Increases water attack and defense against water	Walkappa Line
Tengu Fan	SPR +100, SPD +100	Tengu, Flengu
Cheery Coat	SPD +50	Wiglin, Steppa, Rhyth
Nail Bat	STR +50, SPD -50	Badude, Bruff
Reversword	STR +30, SPD +30	Rank D or lower
Turnabeads	SPR +30, SPD +50	Rank D or lower
Reflector	DEF +50, SPD +50	Rank D or lower

Note: Robonyan, Goldenyan, Shogunyan, Sapphinyan, Emenyan, Rubinyan, Topanyan, and Dianyan are all part of the Jibanyan Line.

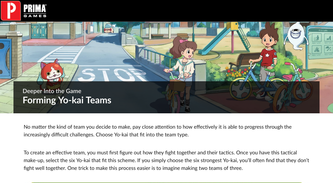


The Tengu Fan is the strongest piece of equipment in the game.



Three pieces of equipment can be equipped only by Yo-kai that are Rank D or lower.

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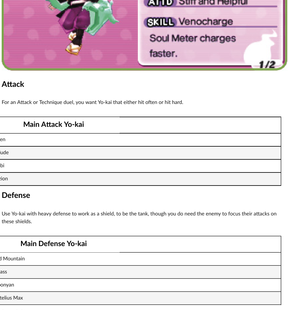


Deeper Into the Game

Forming Yo-kai Teams

No matter the kind of team you decide to make, pay close attention to how effectively it is able to progress through the increasingly difficult challenges. Choose Yo-kai that fit into the team type.

To create an effective team, you must first figure out how they fight together and their tactics. Once you have this tactical make-up, select the six Yo-kai that fit this scheme. If you simply choose the six strongest Yo-kai, you'll often find that they don't fight well together. One trick to make this process easier is to imagine making two teams of three.



Attack

For an Attack or Technique duel, you want Yo-kai that either hit often or hit hard.

Main Attack Yo-kai
Sheen
Badude
Kyubi
Blazion

Defense

Use Yo-kai with heavy defense to work as a shield, to be the tank, though you do need the enemy to focus their attacks on these shields.

Main Defense Yo-kai
Mud Mountain
Impaw
Robonyan
Castellus Max

Inspirit

The last tactic involves inspiriting the enemy and gradually driving them into the corner. This tactic also boosts your allies' abilities.

Main Inspirit Yo-kai
Aaevil
Everfore
Insomni
Bloominoko

Use formations to boost your team's power

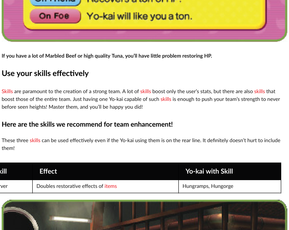
Placing Yo-kai of the same Tribe next to each other boosts the abilities of the Yo-kai. Attempt to utilize this game element when building a formidable team. For example, use Brave Yo-kai for an attack-oriented team, or Tough Yo-kai for defense.



Formations with lines of three are more effective than those with lines of two. Try to get three Yo-kai on the same line.

Restoring HP is very important

It is also important to figure out a way to recover from the damage your enemies inflict on you. Always try to include a restorative Yo-kai. In times like these, you'll want to have a generous supply of expensive food for your restorative needs.



If you have a lot of Marbled Beef or high quality Tuna, you'll have little problem restoring HP.

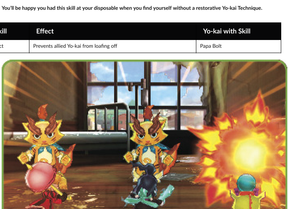
Use your skills effectively

Skills are paramount to the creation of a strong team. A lot of skills boost only the user's stats, but there are also skills that boost those of the entire team. Just having one Yo-kai capable of such skills is enough to push your team's strength to never before seen heights! Master them, and you'll be happy you did!

Here are the skills we recommend for team enhancement!

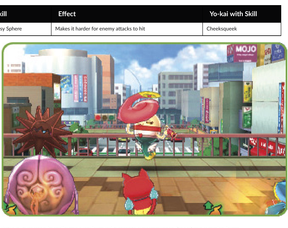
These three skills can be used effectively even if the Yo-kai using them is on the rear line. It definitely doesn't hurt to include them!

Skill	Effect	Yo-kai with Skill
Starver	Doubles restorative effects of items	Hungramps, Hungorge



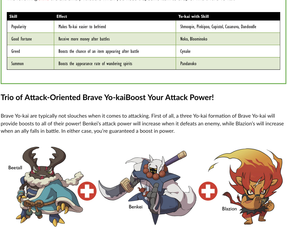
You'll be happy you had this skill at your disposable when you find yourself without a restorative Yo-kai Technique.

Skill	Effect	Yo-kai with Skill
Strict.	Prevents allied Yo-kai from loafing off	Papa Bolt



Eliminates waste in battle, while only effecting allies.

Skill	Effect	Yo-kai with Skill
Gassy Sphere	Makes it harder for enemy attacks to hit	Cheekopuerk



This skill is valuable to pretty much any team but is especially recommended for defense-oriented teams.

Skills that have Nothing to Do with Battle are just as Valuable!

The following skills are extremely valuable when you need a specific item to drop or find a rare Yo-kai.

Skill	Effect	Yo-kai with Skill
Popularity	Makes Yo-kai easier to befriend	Smoopie, Pukipoo, Cupistol, Cucaroo, Dashmello
Good fortune	Receive more money after battles	Robo, Bloominoko
Greet	Boosts the chance of an item appearing after battle	Cycole
Summon	Boosts the appearance rate of wandering spirits	Pandanko

Trio of Attack-Oriented Brave Yo-kaiBoost Your Attack Power!

Brave Yo-kai are typically not slouches when it comes to attacking. First of all, a three Yo-kai formation of Brave Yo-kai will provide boosts to all of their power! Benkei's attack power will increase when it defeats an enemy, while Blazion's will increase when an ally falls in battle. In either case, you're guaranteed a boost in power.



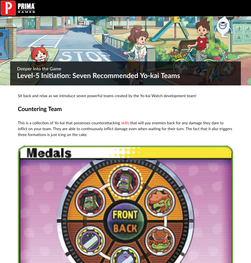
Defense & Inspirit TrioMad Mountain will Protect You!

Use Cupistol's Popularize on a Yo-kai with a lot of defense like Mad Mountain to nullify enemy attacks! Tattlecast and Cupistol can also use restorative Yo-kai Techniques. That means that they can quickly restore any of the HP Mad Mountain loses to enemy attacks! Use the Ultra Sumo Stomp Soultimate move to boost defenses even further.

Skillful TrioAlpha and Omega Trick!

Combining Komasan and its Alpha skill with Komajiro and its Omega skill will greatly boost both of their abilities! On top of that, you can invoke the speed-boosting Charming formation to attack at a furious pace!

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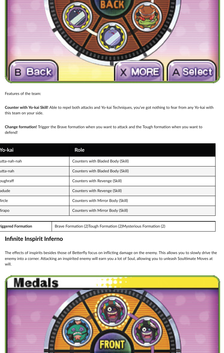
Dungeon Info: The Games

Level-5 Initiation: Seven Recommended Yo-kai Teams

Sit back and relax as we introduce seven powerful teams created by the Yo-kai Watch development team!

Countering Team

This is a collection of Yo-kai that possesses counterattacking skills that will pay enemies back for any damage they dare to inflict on your team. They are able to continuously inflict damage even when waiting for their turn. The fact that it also triggers three formations is just icing on the cake.



Features of the team:

Counter with Yo-kai Skill! Able to repel both attacks and Yo-kai Techniques, you've got nothing to fear from any Yo-kai with this team on your side.

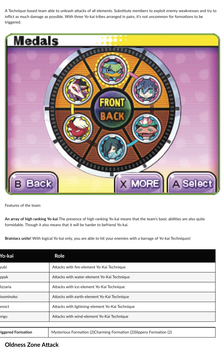
Charge formation! Trigger the Brave formation when you want to attack and the Tough formation when you want to defend!

Yo-kai	Role
Cutta-nah-nah	Counters with Bladed Body (Skill)
Cutta-nah	Counters with Bladed Body (Skill)
Roughruff	Counters with Revenge (Skill)
Balladie	Counters with Revenge (Skill)
Mincle	Counters with Mirror Body (Skill)
Mirapo	Counters with Mirror Body (Skill)

Triggered Formation	Brave Formation (1)Tough Formation (2)Mysterious Formation (2)

Infinite Inspirit Inferno

The effects of inspirits besides those of Betterfly focus on inflicting damage on the enemy. This allows you to slowly drive the enemy into a corner. Attacking an inspirited enemy will earn you a lot of Soul, allowing you to unleash Soultimate Moves at will.



Features of the team:

Pop's powerful attack! Pyon is the Yo-kai with the most powerful Soultimate Moves. Fire them off to inflict heavy damage!

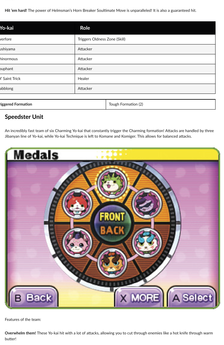
Also perfect for support! Betterfly's inspirit boosts an ally's abilities. It can also restore HP.

Yo-kai	Role
Pyon	Fixed Inspirit Damage
Lamolan	Fixed Inspirit Damage
Comparuse	Fixed Inspirit Damage
Hurchin	Fixed Inspirit Damage
Ladkafoon	Fixed Inspirit Damage
Betterfly	Inspirit Boost to Allies

Triggered Formation	Eerie (3)

All Elemental Unit

A Technique-based team able to unleash attacks of all elements. Substitute members to exploit enemy weaknesses and try to inflict as much damage as possible. With three Yo-kai tribes arranged in pairs, it's not uncommon for formations to be triggered.



Features of the team:

An array of high-ranking Yo-kai The presence of high-ranking Yo-kai means that the team's basic abilities are also quite formidable. Though it also means that it will be harder to befriend Yo-kai.

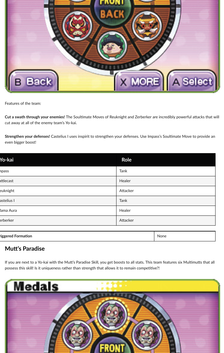
Brainiacs unite! With logical Yo-kai only, you are able to hit your enemies with a barrage of Yo-kai Techniques!

Yo-kai	Role
Kodel	Attacks with fire-element Yo-Kai Technique
Ayyah	Attacks with water-element Yo-Kai Technique
Blizzaria	Attacks with ice-element Yo-Kai Technique
Bloomindoo	Attacks with earth-element Yo-Kai Technique
Venoct	Attacks with lightning-element Yo-Kai Technique
Tengu	Attacks with wind-element Yo-Kai Technique

Triggered Formation	Mysterious Formation (2)Charming Formation (2)Slippery Formation (2)

Oldness Zone Attack

This team is composed of Sushiyama, Rhinomnovo, Toupheet, and other Yo-kai have high attack power but a low likelihood of hitting. The key to making this team work is using Everfore's Oldness Zone to ensure that their attacks hit the mark!



Features of the team:

Direct confrontation! The effect of Oldness Zone also allows enemy attacks to hit their mark. Beware of the damage they'll inflict.

Hit 'em hard! The power of Helmsman's Horn Breaker Soultimate Move is unparalleled! It is also a guaranteed hit.

Yo-kai	Role
Everfore	Triggers Oldness Zone (Skill)
Sushiyama	Attacker
Rhinomovo	Attacker
Toupheet	Attacker
Ol' Saint Trick	Healer
Babbleg	Attacker

Triggered Formation	Tough Formation (2)

Speedster Unit

An incredibly fast team of six Charming Yo-kai that constantly trigger the Charming formation! Attacks are handled by three Jibanyan line of Yo-kai, while Yo-kai Technique is left to Komane and Komajiro. This allows for balanced attacks.



Features of the team:

Overwhelm them! Those Yo-kai hit with a lot of attacks, allowing you to cut through enemies like a hot knife through warm butter!

Heartwarming restoration! Pinkipoo's inspiriting and Yo-kai Technique are restorative. This will really come in handy when you're in a bind.

Yo-kai	Role
Jibanyan	Attacker
Thurnyan	Attacker
Baddinyan	Attacker
Komane	Attacker
Komjee	Attacker
Pinkipoo	Healer

Triggered Formation	Charming Formation (3)

Attack, Defense, and Restoration Teams

Attackers, tanks, and healers deployed opposite of one another. This all-purpose team is balanced enough to respond to any obstacle in its way! If a Yo-kai finds itself in trouble, you can spin the circle and restore their HP.

Features of the team:

Cut a swath through your enemies! The Soultimate Moves of Realknight and Zerbaxter are incredibly powerful attacks that will cut away at all of the enemy team's Yo-kai.

Strengthen your defenses! Castelius's uses inspirit to strengthen your defenses. Use Inspoo's Soultimate Move to provide an even bigger boost!

Yo-kai	Role
Inspoo	Tank
Tattlecat	Healer
Realknight	Attacker
Castelius I	Tank
Mama Aura	Healer
Zerbaxter	Attacker

Triggered Formation	None

Mutt's Paradise

If you are next to a Yo-kai with the Mutt's Paradise Skill, you get boosts to all stats. This team features six Multimutts that all possess this skill! Is it uniqueness rather than strength that allows it to remain competitive?

Features of the team:

Just plain funky! Always triggers an Eerie formation. The Confusion inspirit has a high rate of success!

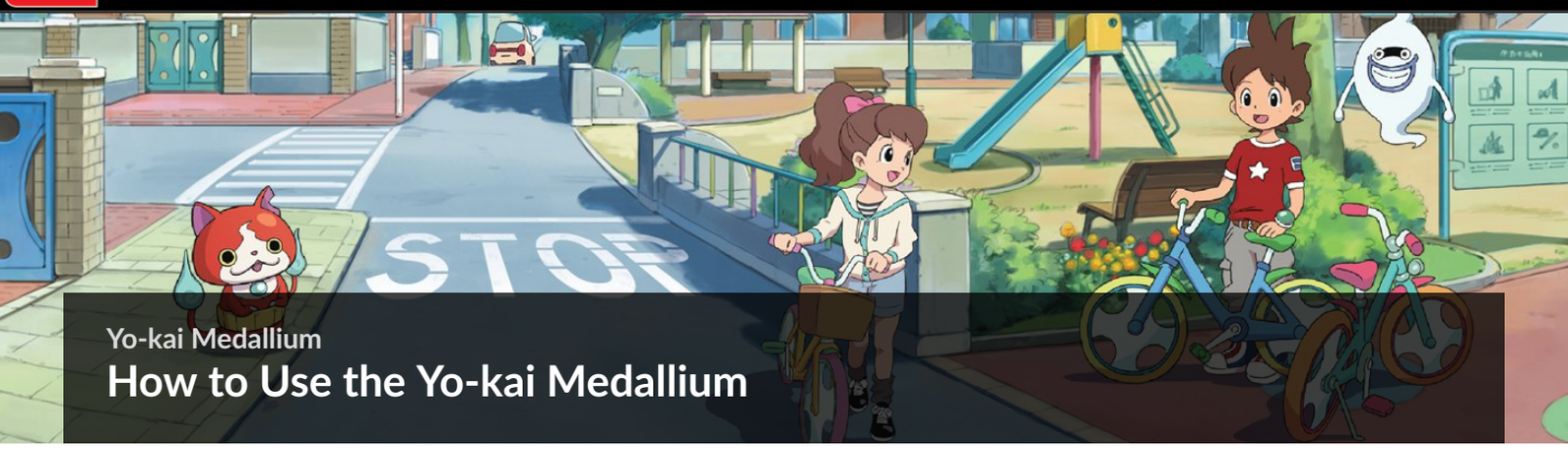
Unleash a flurry of attacks! This team is very powerful in terms of attack, Yo-kai Techniques, and Soultimate Moves. Attack relentlessly until victory is yours!

Yo-kai	Role
Multimutt	Triggers Mutt's Paradise (Skill)
Multimutt	Triggers Mutt's Paradise (Skill)
Multimutt	Triggers Mutt's Paradise (Skill)
Multimutt	Triggers Mutt's Paradise (Skill)
Multimutt	Triggers Mutt's Paradise (Skill)
Multimutt	Triggers Mutt's Paradise (Skill)

Triggered Formation	Eerie Formation (3)

Try to think up a powerful team on your own!

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Yo-kai Medallium

How to Use the Yo-kai Medallium

Growth Speed
There are six different grades of Yo-kai growth: Super Fast, Fast, Normal, Slow, Super Slow, and Ultra Slow.

Evolution
Indicates whether or not a Yo-kai can evolve. Those that can have an **O** mark, and those that can't have an **X** mark.

Type
This indicates which actions a Yo-kai is likely to take in battle.

Favorite Food
Type of food that the Yo-kai likes to eat during battles. This makes the Yo-kai easier to befriend after it is defeated.

Resistance
The Yo-kai's resistance to being Inspirited in battle. Graded on five levels, from A to E. (E indicates the most easily Inspirited.)

Special Acquisition
Some Yo-kai can be acquired in special ways—for example, as a result of the story progression, or via evolutionary fusion or use of the Crank-a-kai.

Location
The primary places where this Yo-kai appears in the game. (W) is a Watch Map appearance, (E) is a normal encounter, and (S) means it's a Yo-kai Spot appearance.

Easiness to Befriend
The more stars, the easier it is to befriend the Yo-kai after you defeat it. Zero stars means the Yo-kai cannot be befriended after battle.

Medallium Entry Number

Tribe

Name

Rank

001 BRAVE **Pandle**

Rank	Growth	Evolution	Type	Resistance	Favorite Food	Easiness to Befriend
E	Super Fast	O	Attack	C	Rice Balls	★★★★★



HP	D	Skill	Careless	-		Location	(W) Blossom Heights: near vending machines (E) Secret Byway
STR	C	Attack	Pesky Poke	1		Special Acquisition	Crank-a-kai
SPR	E	Soultimate Move	Pointy Toothpick	1		Reward	Plum Rice Ball / Use Karate
DEF	E	Technique	Fire	1			
SPD	D	Inspirit	Careless	2			

A careless Yo-kai who enters battle wearing only a loincloth…and a pan…on his head. Try not to take after him so much.

Yo-Kai Picture

Quick Bio

Basic Ability
This table grades the Yo-kai's five basic stats on a scale from A to E (where A is best).

- **HP is Hit Points**
- **STR is Attack strength**
- **SPR is Spirit strength**
- **DEF is Defense power**
- **SPD is Speed**

Battle Actions
The different actions the Yo-kai can take in battle are listed here. The numbers at far right indicate the action's strength, graded from 1 to 4 (4 is the strongest). Icons indicate any elements that infuse specific Soultimate Moves and Techniques.

Reward
This lists the two items that the Yo-kai may drop when defeated. Note that the second item listed has a far less chance of dropping.

Elemental Effects
This indicates how much the Yo-kai is affected by each of the six elements.

- ◎ **indicates considerable effect**
- ○ **means higher than normal effect**
- **– means normal effect**
- △ **means less than normal effect**
- ▲ **means almost no effect**

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Yo-kai (Alphabetical List)

This page contains a list of all available Yo-Kai characters in the game. You can sort the table by Yo-Kai's name or Tribe affiliation. Click on the name of the tribe (second column) to visit the Medallium entry for the particular Yo-Kai within the Medallium section.

Yo-kai Characters (Sortable)

YO-KAI NAME	TRIBE
Abodebat	Brute Tribe
Agoo	Brute Tribe
Ake	Brute Tribe
Alball	Eerie Tribe
Alice	Mysterious Tribe
Alnd	Slippery Tribe
Appak	Charming Tribe
Arnomon	Tough Tribe
Auntie Heart	Heartful Tribe
Averil	Brute Tribe
Azure Dragon	Slippery Tribe
B3-HEY	Brave Tribe
Babbleng	Slippery Tribe
Baddlecyan	Charming Tribe
Badude	Tough Tribe
Baku	Charming Tribe
Bananosse	Slippery Tribe
Bastishield	Brute Tribe
Bastoll	Brave Tribe
Beetler	Brave Tribe
Beffrey	Brave Tribe
Benkei	Brave Tribe
Betterfly	Heartful Tribe
Blandion	Brute Tribe
Blaxion	Brave Tribe
Blips	Mysterious Tribe
Blizzonia	Charming Tribe
Bloombloke	Eerie Tribe
Blowkande	Tough Tribe
Bruff	Tough Tribe
Buhu	Eerie Tribe
Cadabzio	Charming Tribe
Codin	Charming Tribe
Cocoonma	Mysterious Tribe
Cocoonorm	Mysterious Tribe
Costellos I	Tough Tribe
Costellos II	Tough Tribe
Costellos III	Tough Tribe
Costellos Max	Tough Tribe
Chamois	Brave Tribe
Chatotio	Eerie Tribe
Cheekysqueek	Eerie Tribe
Chilhuohuo	Charming Tribe
Chirpo	Heartful Tribe
Chirpster	Boo-ty-ful
Chummer	Slippery Tribe
Clpso	Boo-ty-ful
Compunzzer	Eerie Tribe
Coofuzz	Slippery Tribe
Contronited	Brute Tribe
Copperted	Slippery Tribe
Corptain	Brave Tribe
Coughs4U	Eerie Tribe
Count Earilly	Brute Tribe
Creonger	Slippery Tribe
Cromcho	Brave Tribe
Cupistol	Mysterious Tribe
Cutie-nah	Brave Tribe
Cutie-nah-nah	Brave Tribe
Cuttlebeez	Slippery Tribe
Cyosko	Slippery Tribe
D'wanno	Mysterious Tribe
Datz	Slippery Tribe
Domono	Charming Tribe
Dondoodle	Legend-ty-ful
Doromocho	Tough Tribe
Dorrobot	Charming Tribe
Dionyan	Legend-ty-ful
Dimmy	Brute Tribe
Dismorelda	Eerie Tribe
Dr. Meddlimon	Boo-ty-ful
Dr. Moguel	Boo-ty-ful
Droggle	Boo-ty-ful
Dragon Lord	Slippery Tribe
Drizzle	Eerie Tribe
Droop	Tough Tribe
Droplette	Eerie Tribe
Dubbles	Heartful Tribe
Duchess	Mysterious Tribe
Duffome	Tough Tribe
Dumnkap	Mysterious Tribe
Durbeel	Boo-ty-ful
Elder Bloom	Legend-ty-ful
Elloo	Mysterious Tribe
Emeryan	Legend-ty-ful
Enuffy	Heartful Tribe
Enerfly	Heartful Tribe
Espy	Mysterious Tribe
Etenna	Eerie Tribe
Everfore	Eerie Tribe
Eyedro	Boo-ty-ful
Flatyephant	Tough Tribe
Flshpicable	Slippery Tribe
Flooqa	Mysterious Tribe
Floomy	Eerie Tribe
Frostail	Mysterious Tribe
Frostino	Charming Tribe
Gargorea	Boo-ty-ful
Gilgores	Legend-ty-ful
Gleam	Brave Tribe
Goldenyan	Tough Tribe
Gonona	Tough Tribe
Gralopa	Heartful Tribe
Greesel	Brute Tribe
Grubcutish	Heartful Tribe
Grumples	Eerie Tribe
Gush	Eerie Tribe
Happytree	Heartful Tribe
Hehehee!	Slippery Tribe
Helmsman	Brave Tribe
Hidebot	Brute Tribe
Hoggins	Boo-ty-ful
Horneplenty	Tough Tribe
Hungerge	Heartful Tribe
Hungramps	Heartful Tribe
Hurchin	Eerie Tribe
Iiloo	Mysterious Tribe
Impass	Tough Tribe
Infour	Mysterious Tribe
Insomni	Eerie Tribe
Jibberyan	Charming Tribe
Kayuuki	Brave Tribe
Komajiro	Charming Tribe
Komona	Charming Tribe
Komonan	Mysterious Tribe
Komosharu	Legend-ty-ful
Komtyer	Charming Tribe
Kyuki	Mysterious Tribe
Lafolotte	Mysterious Tribe
Lamellion	Eerie Tribe
Lava Lord	Tough Tribe
Leadoni	Brute Tribe
Ledbathoon	Tough Tribe
Lodz	Heartful Tribe
Mad Mountain	Tough Tribe
Mamo Aaro	Heartful Tribe
Manjimutt	Eerie Tribe
Massiface	Boo-ty-ful
McKraken	Boo-ty-ful
McKraken (Dad Face)	Boo-ty-ful
Mlnoobi	Brave Tribe
Mlrayo	Mysterious Tribe
Mlrcle	Mysterious Tribe
Mochimo	Charming Tribe
Mockevil	Brute Tribe
Multimutt	Brute Tribe
Myalmo	Brute Tribe
N'mere	Mysterious Tribe
Nagatha	Eerie Tribe
Nagazoo	Brute Tribe
Negatibuzz	Brute Tribe
Neighforious	Brute Tribe
Nird	Brute Tribe
Noko	Slippery Tribe
Nowzy	Tough Tribe
Nul	Brute Tribe
Ogrobo	Boo-ty-ful
Ol' Fortune	Heartful Tribe
Ol' Soiled Trick	Heartful Tribe
Orcanna	Boo-ty-ful
Pandamocha	Slippery Tribe
Pandle	Brave Tribe
Papa Roll	Heartful Tribe
Paya	Brute Tribe
Peckpocket	Eerie Tribe
Pepyllion	Heartful Tribe
Phantasmoral	Boo-ty-ful
Pinkipoo	Charming Tribe
Pookiril	Charming Tribe
Popsicle	Charming Tribe
Q'wit	Mysterious Tribe
Quoken	Brave Tribe
Ragoro	Slippery Tribe
Rattelle	Charming Tribe
Realnight	Brute Tribe
Reverse	Heartful Tribe
Reverserette	Heartful Tribe
Rhinoggle	Tough Tribe
Rhinomous	Tough Tribe
Rhyth	Heartful Tribe
Robocyan	Tough Tribe
Rockabilly	Eerie Tribe
Rollin	Heartful Tribe
Roughruff	Tough Tribe
Rubicyan	Legend-ty-ful
Sandi	Eerie Tribe
Sayshicyan	Legend-ty-ful
Scritchy	Brute Tribe
Shadow Vamsel	Slippery Tribe
Sheen	Brave Tribe
Shmoopie	Charming Tribe
Shogunyan	Legend-ty-ful
Shreek	Slippery Tribe
Sigolbite	Mysterious Tribe
Sigolius	Mysterious Tribe
Slogando	Charming Tribe
Sir Beros	Eerie Tribe
Sivo	Brave Tribe
Skelebella	Charming Tribe
Skremsy	Mysterious Tribe
Skreek	Eerie Tribe
Slacke-slash	Brave Tribe
Slimmonader	Boo-ty-ful
Slitheref	Slippery Tribe
Slush	Eerie Tribe
Smartie	Brave Tribe
Snee	Brave Tribe
Snotsloog	Mysterious Tribe
Spoop	Slippery Tribe
Spookhonk	Boo-ty-ful
Sprokk	Boo-ty-ful
Spinker	Boo-ty-ful
Stellking	Mysterious Tribe
Stayyo	Heartful Tribe
Stys 4eh, Y1	Boo-ty-ful
Supyo	Charming Tribe
Sushiyoma	Brave Tribe
Suspicloud	Eerie Tribe
SY Swaggerjeng	Boo-ty-ful
Swatterizer	Charming Tribe
Swish	Tough Tribe
Tanbo	Brave Tribe
Tantroni	Brute Tribe
Terrorsaber	Boo-ty-ful
Tattlecoat	Mysterious Tribe
Tattletail	Mysterious Tribe
Tenglenm	Brute Tribe
Tengu	Mysterious Tribe
Thornyan	Charming Tribe
Tinklevil	Brute Tribe
Tyanonyan	Legend-ty-ful
Toughant	Tough Tribe
Tunetin	Slippery Tribe
Unda Inflatie	Heartful Tribe
Undy	Brave Tribe
Unnecondo	Slippery Tribe
Vessel	Slippery Tribe
Walkappa	Charming Tribe
Wallelin	Tough Tribe
Wanstan	Heartful Tribe
Wazzat	Mysterious Tribe
Whapir	Charming Tribe
Wiglin	Heartful Tribe
Wobblewok	Boo-ty-ful
Xerberker	Brute Tribe

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001: Pandle

081 Pandle

HP	1	2	3	4	5	Leader: ★★★★★
Attack	1	2	3	4	5	Support Ability: ★★★★★
Defense Rate	1	2	3	4	5	
Technique	1	2	3	4	5	

Leader: Gain 1 Extra Turn
Support Ability: Gain 1 Extra Turn

Leader
Gain 1 Extra Turn

Support Ability
Gain 1 Extra Turn

It's pandas. But why aren't bombs wearing cute p hats/clothes? ...and it pairs...on his head. Try not to take after him too much.

002: Undy

082 Undy

HP	1	2	3	4	5	Leader: ★★★★★
Attack	1	2	3	4	5	Support Ability: ★★★★★
Defense Rate	1	2	3	4	5	
Technique	1	2	3	4	5	

Leader
Tripple Hit
Support Ability: Tripple Hit
Leader: Gain 1 Extra Turn
Support Ability: Gain 1 Extra Turn

Flying abandoned the pen. Undy is pretty much born to the world! That aside, you won't even see him once or three.

003: Tanbo

083 Tanbo

HP	1	2	3	4	5	Leader: ★★★★★
Attack	1	2	3	4	5	Support Ability: ★★★★★
Defense Rate	1	2	3	4	5	
Technique	1	2	3	4	5	

Leader
Support Ability: Recover Status Ailments
Leader: Gain 1 Extra Turn
Support Ability: Gain 1 Extra Turn

Rare!

A Tin bear that is always first in the battle! With no clothes to slow him down, he shows up early and attacks has a late bird.

004: Cutta-nah

084 Cutta-nah

HP	1	2	3	4	5	Leader: ★★★★★
Attack	1	2	3	4	5	Support Ability: ★★★★★
Defense Rate	1	2	3	4	5	
Technique	1	2	3	4	5	

Leader
Support Ability: Recover Status Ailments
Leader: Gain 1 Extra Turn
Support Ability: Gain 1 Extra Turn

A boy famous for who can draw all of your motivation.
He's strongly they're losing or big.

005: Cutta-nah-nah

085 Cutta-nah-nah

HP	1	2	3	4	5	Leader: ★★★★★
Attack	1	2	3	4	5	Support Ability: ★★★★★
Defense Rate	1	2	3	4	5	
Technique	1	2	3	4	5	

Leader
Support Ability: Recover Status Ailments
Leader: Gain 1 Extra Turn
Support Ability: Gain 1 Extra Turn

Too long to get a haircut, but not too long to short enemies with his windy streaks.

006: Slacka-slash

086 Slacka-slash

HP	1	2	3	4	5	Leader: ★★★★★
Attack	1	2	3	4	5	Support Ability: ★★★★★
Defense Rate	1	2	3	4	5	
Technique	1	2	3	4	5	

Leader
Support Ability: Recover Status Ailments
Leader: Gain 1 Extra Turn
Support Ability: Gain 1 Extra Turn

Rare!

Many dangerous than he looks, Slacka slash can beat his foes with only a single slice.

007: Mochismo

087 Mochismo

HP	1	2	3	4	5	Leader: ★★★★★
Attack	1	2	3	4	5	Support Ability: ★★★★★
Defense Rate	1	2	3	4	5	
Technique	1	2	3	4	5	

Leader
Support Ability: Recover Status Ailments
Leader: Gain 1 Extra Turn
Support Ability: Gain 1 Extra Turn

He's cute most of the time, but when he's mad, his body crooks and his manly face pops out.

008: Minochi

088 Minochi

HP	1	2	3	4	5	Leader: ★★★★★
Attack	1	2	3	4	5	Support Ability: ★★★★★
Defense Rate	1	2	3	4	5	
Technique	1	2	3	4	5	

Leader
Support Ability: Recover Status Ailments
Leader: Gain 1 Extra Turn
Support Ability: Gain 1 Extra Turn

When fish is tame, he gets overly protective about his partner.
He can make you a very jealous person.

009: Helmsman

089 Helmsman

HP	1	2	3	4	5	Leader: ★★★★★
Attack	1	2	3	4	5	Support Ability: ★★★★★
Defense Rate	1	2	3	4	5	
Technique	1	2	3	4	5	

Leader
Support Ability: Recover Status Ailments
Leader: Gain 1 Extra Turn
Support Ability: Gain 1 Extra Turn

A floating fashion that was worn by a famous military commander.
It speeds up ships searching for its body in a good way of time.

010: Reuknight

018 Reuknight

HP	1	2	3	4	5	Leader: ★★★★★
Attack	1	2	3	4	5	Support Ability: ★★★★★
Defense Rate	1	2	3	4	5	
Technique	1	2	3	4	5	

Leader
Support Ability: Recover Status Ailments
Leader: Gain 1 Extra Turn
Support Ability: Gain 1 Extra Turn

Helmsman and Reuknight reunited! He sure aspires to do what he couldn't do when he was alive—catch the crooks!

011: Corptain

011 Corptain

HP	1	2	3	4	5	Leader: ★★★★★
Attack	1	2	3	4	5	Support Ability: ★★★★★
Defense Rate	1	2	3	4	5	
Technique	1	2	3	4	5	

Leader
Support Ability: Recover Status Ailments
Leader: Gain 1 Extra Turn
Support Ability: Gain 1 Extra Turn

Rare!

A popular leader when he was alive, Corptain leads an army of souls even after death. Have their charisma!

012: Blazion

012 Blazion

HP	1	2	3	4	5	Leader: ★★★★★
Attack	1	2	3	4	5	Support Ability: ★★★★★
Defense Rate	1	2	3	4	5	
Technique	1	2	3	4	5	

Leader
Support Ability: Recover Status Ailments
Leader: Gain 1 Extra Turn
Support Ability: Gain 1 Extra Turn

The king of beasts with a mane of fire!
This fan-blended fit-at-life fellas with fiery enthusiasm.

013: Quaken

013 Quaken

HP	1	2	3	4	5	Leader: ★★★★★
Attack	1	2	3	4	5	Support Ability: ★★★★★
Defense Rate	1	2	3	4	5	
Technique	1	2	3	4	5	

Leader
Support Ability: Recover Status Ailments
Leader: Gain 1 Extra Turn
Support Ability: Gain 1 Extra Turn

Every step Quaken takes makes the place... and some of those reflections can even revive your heart. Awwwwww!

014: Siro

014 Siro

HP	1	2	3	4	5	Leader: ★★★★★
Attack	1	2	3	4	5	Support Ability: ★★★★★
Defense Rate	1	2	3	4	5	
Technique	1	2	3	4	5	

Leader
Support Ability: Recover Status Ailments
Leader: Gain 1 Extra Turn
Support Ability: Gain 1 Extra Turn

Rare!

Siro brings out the best in those he inspires. They become strong fighter for the future.

015: Chansin

015 Chansin

HP	1	2	3	4	5	Leader: ★★★★★
Attack	1	2	3	4	5	Support Ability: ★★★★★
Defense Rate	1	2	3	4	5	
Technique	1	2	3	4	5	

Leader
Support Ability: Recover Status Ailments
Leader: Gain 1 Extra Turn
Support Ability: Gain 1 Extra Turn

Chose a proud warrior. Chansin chores it all away by gambling...
Now he does odds are to venture.

016: Sheen

016 Sheen

HP	1	2	3	4	5	Leader: ★★★★★
Attack	1	2	3	4	5	Support Ability: ★★★★★
Defense Rate	1	2	3	4	5	
Technique	1	2	3	4	5	

Leader
Support Ability: Recover Status Ailments
Leader: Gain 1 Extra Turn
Support Ability: Gain 1 Extra Turn

A Tin bar swordsman who returned to the way of the sword when a legendary blade regained his spirit.

017: Snee

017 Snee

HP	1	2	3	4	5	Leader: ★★★★★
Attack	1	2	3	4	5	Support Ability: ★★★★★
Defense Rate	1	2	3	4	5	
Technique	1	2	3	4	5	

Leader
Support Ability: Recover Status Ailments
Leader: Gain 1 Extra Turn
Support Ability: Gain 1 Extra Turn

Cursed by his demon blade, Snee searches the world for blood. He excels at silently sneaking up on his enemies.

018: Gleam

018 Gleam

HP	1	2	3	4	5	Leader: ★★★★★
Attack	1	2	3	4	5	Support Ability: ★★★★★
Defense Rate	1	2	3	4	5	
Technique	1	2	3	4	5	

Leader
Support Ability: Recover Status Ailments
Leader: Gain 1 Extra Turn
Support Ability: Gain 1 Extra Turn

Rare!

A truly swordsman with a divine blade that cuts through and the shadow chaos. Could he bring down easy world peace?

019: Benkei

019 Benkei

HP	1	2	3	4	5	Leader: ★★★★★
Attack	1	2	3	4	5	Support Ability: ★★★★★
Defense Rate	1	2	3	4	5	
Technique	1	2	3	4	5	

Leader
Support Ability: Recover Status Ailments
Leader: Gain 1 Extra Turn
Support Ability: Gain 1 Extra Turn

Hiding 108 weapons from fellow foes in his stomach, Benkei can call on any one of them at a moment of need.

020: B3-NK1

020 B3-NK1

HP	1	2	3	4	5	Leader: ★★★★★
Attack	1	2	3	4	5	Support Ability: ★★★★★
Defense Rate	1	2	3	4	5	
Technique	1	2	3	4	5	

Leader
Support Ability: Recover Status Ailments
Leader: Gain 1 Extra Turn
Support Ability: Gain 1 Extra Turn

A Tin bar whose body is half machine. It could very well be the world's first cyborg Tin-bo.

021: Sushiyama

021 Sushiyama

HP	1	2	3	4	5	Leader: ★★★★★
Attack	1	2	3	4	5	Support Ability: ★★★★★
Defense Rate	1	2	3	4	5	
Technique	1	2	3	4	5	

Leader
Support Ability: Recover Status Ailments
Leader: Gain 1 Extra Turn
Support Ability: Gain 1 Extra Turn

A Tin bar who desperately wants to be Japanese. He sleeps on a futon and only eats sushi. I think he might be doing it wrong...

022: Kapunki

022 Kapunki

HP	1	2	3	4	5	Leader: ★★★★★
Attack	1	2	3	4	5	Support Ability: ★★★★★
Defense Rate	1	2	3	4	5	
Technique	1	2	3	4	5	

Leader
Support Ability: Recover Status Ailments
Leader: Gain 1 Extra Turn
Support Ability: Gain 1 Extra Turn

Rare!

A pond Tin bar who wears kabuki-style makeup. He dreams of visiting the rocks and faces off his foes all across the globe.

023: Beetler

023 Beetler

HP	1	2	3	4	5	Leader: ★★★★★
Attack	1	2	3	4	5	Support Ability: ★★★★★
Defense Rate	1	2	3	4	5	
Technique	1	2	3	4	5	

Leader
Support Ability: Recover Status Ailments
Leader: Gain 1 Extra Turn
Support Ability: Gain 1 Extra Turn

Beetler is a young thinker who fights with his horns and his fists.
He moves with his mid. Mmmagic.

024: Beetall

024 Beetall

HP	1	2	3	4	5	Leader: ★★★★★
Attack	1	2	3	4	5	Support Ability: ★★★★★
Defense Rate	1	2	3	4	5	
Technique	1	2	3	4	5	

Leader
Support Ability: Recover Status Ailments
Leader: Gain 1 Extra Turn
Support Ability: Gain 1 Extra Turn

A Beetler before bedtime is a busy of broad bamboo, the result will be a big-bodied Beetall.

025: Cruncha

025 Cruncha

HP	1	2	3	4	5	Leader: ★★★★★
Attack	1	2	3	4	5	Support Ability: ★★★★★
Defense Rate	1	2	3	4	5	
Technique	1	2	3	4	5	

Leader
Support Ability: Recover Status Ailments
Leader: Gain 1 Extra Turn
Support Ability: Gain 1 Extra Turn

A mag-hands Tin bar that represents the apex of the diverse.
His one-point pow-ka-bubble-strength.

026: Zerberker

026 Zerberker

HP	1	2	3	4	5	Leader: ★★★★★
Attack	1	2	3	4	5	Support Ability: ★★★★★
Defense Rate	1	2	3	4	5	
Technique	1	2	3	4	5	

Leader
Support Ability: Recover Status Ailments
Leader: Gain 1 Extra Turn
Support Ability: Gain 1 Extra Turn

Legend has it that this Tin-bo bonded an entire village with one overcome Tin-O explodes with rage if ever aroused.

027: Snartle

027 Snartle

HP	1	2	3	4	5	Leader: ★★★★★
Attack	1	2	3	4	5	Support Ability: ★★★★★
Defense Rate	1	2	3	4	5	
Technique	1	2	3	4	5	

Leader
Support Ability: Recover Status Ailments
Leader: Gain 1 Extra Turn
Support Ability: Gain 1 Extra Turn

Rare!

They're not even human-acting. "Hey bro-bro here!" It's a way of scaring kids into behaving well. Kind of like a mamma-bear.

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Script Revision
Mysterious Tribe

028: Snotsolong

029: Duchoo

030: Wazzat

031: Dummkap

032: D'wanna

033: N'more

034: Q'wit

035: Lafalotita

036: Blips

037: Tattlotell

038: Tattlecoat

039: Skranny

040: Cupistol

041: Casanuva

042: Casanono

043: Signibble

044: Signiton

045: Statiking

046: Mirapo

047: Mircle

048: Illoo

049: Elloo

050: Alloo

051: Espy

052: Infour

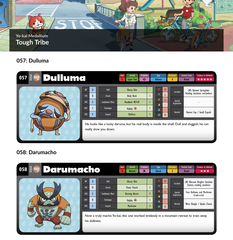
053: Tengu

054: Flengu

055: Kyubi

056: Frostail

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057: Dulluma

058: Darumacho

059: Goruma

060: Noway

061: Impass

062: Walldin

063: Armsman

064: Fidgephant

065: Touphant

066: Blowkade

067: Ledballoon

068: Mad Mountain

069: Lava Lord

070: Roughraff

071: Badude

072: Bruff

073: Rhinoggin

074: Rhinormous

075: Hornaplenty

076: Castelius III

077: Castelius II

078: Castelius I

079: Castelius Max

080: Robonyan

081: Goldenyan

082: Dromp

083: Swosh

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084: Dazzabel



085: Rattelle



086: Skelebella



087: Cadin



088: Cadable



089: Singcada



090: Pupsicle



091: Chilhuahua



092: Swelterrier



093: Jibanyan



094: Thornyan



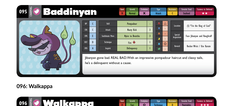
095: Baddinyan



096: Walkappa



097: Appak



098: Supyo



099: Komasan



100: Komane



101: Komajiro



102: Komiger



103: Baku



104: Whapir



105: Shmoopie



106: Pinkipoo



107: Pookivil



108: Frostina



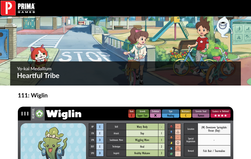
109: Blizzaria



110: Damona



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Yo-kai Medallium
Heartful Tribe

111: Wiglin

112: Steppa

113: Rhyth

114: Wantston

115: Grubsnitch

116: Hungramps

117: Hungorge

118: Grainpa

119: Lodo

120: Chippa

121: Enerfly

122: Enefly

123: Betterfly

124: Peppillon

125: Happierre

126: Reversa

127: Reversette

128: Ol' Saint Trick

129: Ol' Fortune

130: Rollen

131: Dubbles

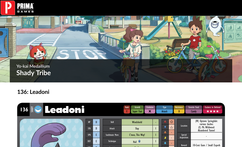
132: Papa Bolt

133: Uncle Infinite

134: Mama Aura

135: Auntie Heart

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Tri-Kal-Mudalbam
Shady Tribe

136: Leadoni

136 Leadoni — Weakness: Ice · Resists: Fire, Fight · Immune: Poison · Type: Steel/Ground

HP	3
Attack	3
Defense	4
Special Attack	2
Special Defense	3
Speed	1

Abilities: Iron Armor (Reduces damage taken by 1); Heavy Metal (Doubles weight)

Moves: Iron Bar | Steel Sword

A fit but that beckons people with a huge hand and gets them confused. Its fun hook when a child gets lost!

137: Mynimo

137 Mynimo — Weakness: Fight · Resists: Ground, Bug · Immune: Ghost · Type: Rock/Steel

HP	3
Attack	3
Defense	4
Special Attack	2
Special Defense	3
Speed	1

Abilities: Rock Head; Iron Body (Reduces damage taken by 1)

Moves: Rock Throw | Rock Blast

People Imprinted by Mynimo get much better snowmen than those around them. Hey! That's not fair!

138: Ake

138 Ake — Weakness: Ice · Resists: Fire, Water, Electric, Steel · Immune: Ground · Type: Grass/Ghost

HP	3
Attack	3
Defense	3
Special Attack	3
Special Defense	3
Speed	1

Abilities: Grass Cloak (Immune to Grass moves); Mold; Spooky Guard; Invisible

Moves: Leaf Blade | Shadow Ball

A strong Tri-kal-Mudalbam kicking people's shoulders. His kicks just make your shoulders stiff.

139: Payn

139 Payn — Weakness: Fight · Resists: Ground, Bug · Immune: Ghost · Type: Rock/Steel

HP	3
Attack	3
Defense	4
Special Attack	2
Special Defense	3
Speed	1

Abilities: Rock Head; Iron Body (Reduces damage taken by 1)

Moves: Rock Throw | Rock Blast

Payn will show your shoulders the meaning of pain using his massive strength. Payn is really very working out.

140: Agon

140 Agon — Weakness: Fight · Resists: Ground, Bug · Immune: Ghost · Type: Rock/Steel

HP	3
Attack	3
Defense	4
Special Attack	2
Special Defense	3
Speed	1

Abilities: Rock Head; Iron Body (Reduces damage taken by 1)

Moves: Rock Throw | Rock Blast

Rare!

A bad life to live that gives people a deposit due in their hand! Visions more susceptible the older you are.

141: Negatibuzz

141 Negatibuzz — Weakness: Electric · Resists: Ground, Grass · Immune: Poison · Type: Insect/Dark

HP	3
Attack	3
Defense	3
Special Attack	3
Special Defense	3
Speed	1

Abilities: Insect; Dark Aura; Bug Net; Negative Aura

Moves: Bug Bite | Dark Pulse

A fit but that nurtures negativity and sucks it up with its needlelike nose.

142: Moskevil

142 Moskevil — Weakness: Ice · Resists: Fire, Water, Electric, Steel · Immune: Ground · Type: Insect/Dark

HP	3
Attack	3
Defense	3
Special Attack	3
Special Defense	3
Speed	1

Abilities: Insect; Dark Aura; Bug Net; Negative Aura

Moves: Bug Bite | Dark Pulse

The nasty Tri-kal- can drag you into the depths of despair. Mosquitoes shoot up if he's nearby.

143: Scritchy

143 Scritchy — Weakness: Fight · Resists: Ground, Bug · Immune: Ghost · Type: Rock/Steel

HP	3
Attack	3
Defense	4
Special Attack	2
Special Defense	3
Speed	1

Abilities: Rock Head; Iron Body (Reduces damage taken by 1)

Moves: Rock Throw | Rock Blast

Rare!

The mere presence of Scritchy will make your body itch. No amount of scratching can make it stop.

144: Dimmy

144 Dimmy — Weakness: Ice · Resists: Fire, Water, Electric, Steel · Immune: Ground · Type: Grass/Ghost

HP	3
Attack	3
Defense	3
Special Attack	3
Special Defense	3
Speed	1

Abilities: Grass Cloak (Immune to Grass moves); Mold; Spooky Guard; Invisible

Moves: Leaf Blade | Shadow Ball

Being Imprinted by Dimmy will even down your presence. Dimmy sees him for his job as a creep.

145: Blandon

145 Blandon — Weakness: Ice · Resists: Fire, Water, Electric, Steel · Immune: Ground · Type: Grass/Ghost

HP	3
Attack	3
Defense	3
Special Attack	3
Special Defense	3
Speed	1

Abilities: Grass Cloak (Immune to Grass moves); Mold; Spooky Guard; Invisible

Moves: Leaf Blade | Shadow Ball

Blandon's lack of presence makes him a really great spy, but he's sad that no one recognizes him for that.

146: Nul

146 Nul — Weakness: Fight · Resists: Ground, Bug · Immune: Ghost · Type: Rock/Steel

HP	3
Attack	3
Defense	4
Special Attack	2
Special Defense	3
Speed	1

Abilities: Rock Head; Iron Body (Reduces damage taken by 1)

Moves: Rock Throw | Rock Blast

You can't sense Nul even if you're really close to him. He's really good at overmastering himself.

147: Hidabat

147 Hidabat — Weakness: Ice · Resists: Fire, Water, Electric, Steel · Immune: Ground · Type: Grass/Ghost

HP	3
Attack	3
Defense	3
Special Attack	3
Special Defense	3
Speed	1

Abilities: Grass Cloak (Immune to Grass moves); Mold; Spooky Guard; Invisible

Moves: Leaf Blade | Shadow Ball

Hidabat will make you a shack who likes going outside. Its banner at forgetting readers city dwellers.

148: Abodabat

148 Abodabat — Weakness: Ice · Resists: Fire, Water, Electric, Steel · Immune: Ground · Type: Grass/Ghost

HP	3
Attack	3
Defense	3
Special Attack	3
Special Defense	3
Speed	1

Abilities: Grass Cloak (Immune to Grass moves); Mold; Spooky Guard; Invisible

Moves: Leaf Blade | Shadow Ball

After being made the home for an long Hidden hood with it. Now it really can't ever leave!

149: Belfree

149 Belfree — Weakness: Ice · Resists: Fire, Water, Electric, Steel · Immune: Ground · Type: Grass/Ghost

HP	3
Attack	3
Defense	3
Special Attack	3
Special Defense	3
Speed	1

Abilities: Grass Cloak (Immune to Grass moves); Mold; Spooky Guard; Invisible

Moves: Leaf Blade | Shadow Ball

Rare!

A rare Absolidon in temporary housing. Once a year if you're lucky you can see it. Strange Houses.

150: Suspicioni

150 Suspicioni — Weakness: Ice · Resists: Fire, Water, Electric, Steel · Immune: Ground · Type: Grass/Ghost

HP	3
Attack	3
Defense	3
Special Attack	3
Special Defense	3
Speed	1

Abilities: Grass Cloak (Immune to Grass moves); Mold; Spooky Guard; Invisible

Moves: Leaf Blade | Shadow Ball

An Ore who doubts everything. He hangs out with his fellow Ore but doesn't trust them at all.

151: Tantroni

151 Tantroni — Weakness: Ice · Resists: Fire, Water, Electric, Steel · Immune: Ground · Type: Grass/Ghost

HP	3
Attack	3
Defense	3
Special Attack	3
Special Defense	3
Speed	1

Abilities: Grass Cloak (Immune to Grass moves); Mold; Spooky Guard; Invisible

Moves: Leaf Blade | Shadow Ball

This fella will throw it'll whenever he doesn't get his way ... It's probably time to grow out of that.

152: Contrarioni

152 Contrarioni — Weakness: Ice · Resists: Fire, Water, Electric, Steel · Immune: Ground · Type: Grass/Ghost

HP	3
Attack	3
Defense	3
Special Attack	3
Special Defense	3
Speed	1

Abilities: Grass Cloak (Immune to Grass moves); Mold; Spooky Guard; Invisible

Moves: Leaf Blade | Shadow Ball

Ore really to be an Ore if Contrarioni hopeds you. You'll disagree with anything people say. Always fun at parties.

153: Tengloom

153 Tengloom — Weakness: Ice · Resists: Fire, Water, Electric, Steel · Immune: Ground · Type: Grass/Ghost

HP	3
Attack	3
Defense	3
Special Attack	3
Special Defense	3
Speed	1

Abilities: Grass Cloak (Immune to Grass moves); Mold; Spooky Guard; Invisible

Moves: Leaf Blade | Shadow Ball

A ghostly wasp who's always reading. He's somehow annoyed a fit but believe that. Now his possessions.

154: Nird

154 Nird — Weakness: Fight · Resists: Ground, Bug · Immune: Ghost · Type: Rock/Steel

HP	3
Attack	3
Defense	4
Special Attack	2
Special Defense	3
Speed	1

Abilities: Rock Head; Iron Body (Reduces damage taken by 1)

Moves: Rock Throw | Rock Blast

This fit-kin-become a bookworm upon arrival in the human world. Humorous will be severely punished! Shhhh!

155: Negasus

155 Negasus — Weakness: Ice · Resists: Fire, Water, Electric, Steel · Immune: Ground · Type: Insect/Dark

HP	3
Attack	3
Defense	3
Special Attack	3
Special Defense	3
Speed	1

Abilities: Insect; Dark Aura; Bug Net; Negative Aura

Moves: Bug Bite | Dark Pulse

Negasus will make you want to do things that'll get you in trouble. The more trouble, the better!

156: Neighfarious

156 Neighfarious — Weakness: Fight · Resists: Ground, Bug · Immune: Ghost · Type: Rock/Steel

HP	3
Attack	3
Defense	4
Special Attack	2
Special Defense	3
Speed	1

Abilities: Rock Head; Iron Body (Reduces damage taken by 1)

Moves: Rock Throw | Rock Blast

Rare!

Sitting mysteriously in the night sky Neighfarious is a bit of an enigma. Who stood and will fix fuss is he?

157: Timidevil

157 Timidevil — Weakness: Ice · Resists: Fire, Water, Electric, Steel · Immune: Ground · Type: Grass/Ghost

HP	3
Attack	3
Defense	3
Special Attack	3
Special Defense	3
Speed	1

Abilities: Grass Cloak (Immune to Grass moves); Mold; Spooky Guard; Invisible

Moves: Leaf Blade | Shadow Ball

A red-eye devil who is never scared or even see his own powers. If he's just relax, he could be unstoppable.

158: Beetlebold

158 Beetlebold — Weakness: Fight · Resists: Ground, Bug · Immune: Ghost · Type: Rock/Steel

HP	3
Attack	3
Defense	4
Special Attack	2
Special Defense	3
Speed	1

Abilities: Rock Head; Iron Body (Reduces damage taken by 1)

Moves: Rock Throw | Rock Blast

Timidevil at full power! He still gets nervous every so often, though.

159: Count Cavity

159 Count Cavity — Weakness: Ice · Resists: Fire, Water, Electric, Steel · Immune: Ground · Type: Insect/Dark

HP	3
Attack	3
Defense	3
Special Attack	3
Special Defense	3
Speed	1

Abilities: Insect; Dark Aura; Bug Net; Negative Aura

Moves: Bug Bite | Dark Pulse

Rare!

A spot flying fit-kin who can dissolve your teeth. He loves the sound of kids crying over rotting teeth.Where's pain.

160: Greesel

160 Greesel — Weakness: Fight · Resists: Ground, Bug · Immune: Ghost · Type: Rock/Steel

HP	3
Attack	3
Defense	4
Special Attack	2
Special Defense	3
Speed	1

Abilities: Rock Head; Iron Body (Reduces damage taken by 1)

Moves: Rock Throw | Rock Blast

A powerful, greedy fit-kin who wants to control the world's wealth. He'll do anything for money.

161: Awevil

161 Awevil — Weakness: Ice · Resists: Fire, Water, Electric, Steel · Immune: Ground · Type: Grass/Ghost

HP	3
Attack	3
Defense	3
Special Attack	3
Special Defense	3
Speed	1

Abilities: Grass Cloak (Immune to Grass moves); Mold; Spooky Guard; Invisible

Moves: Leaf Blade | Shadow Ball

Rare!

An omniscient all evil Pure dispensity. A fit-kin that will do anything just because it's bad. He's proud his name.



162: Coughkoff

Lv 1	HP 1	Attack 1	Defense 1	Spirit 1	Agility 1	Location Spirit Realm	Voice Actor Yuki Kaji

Rank	Name	Type	Ability
E	Coughkoff	Spirit	Mr. Boom: Intangible for 10 seconds
D	Coughkoff	Spirit	Mr. Boom: Intangible for 10 seconds
C	Hell Vapor	Spirit	Mr. Boom: Intangible for 10 seconds
B	Hell Vapor	Spirit	Mr. Boom: Intangible for 10 seconds
A	Hell Vapor	Spirit	Mr. Boom: Intangible for 10 seconds
S	Hell Vapor	Spirit	Mr. Boom: Intangible for 10 seconds

Coughkoff can cause your throat to feel rough and make you cook fry to stay healthy!

163: Hurchin

Lv 1	HP 1	Attack 1	Defense 1	Spirit 1	Agility 1	Location Spirit Realm	Voice Actor Yuki Kaji

Rank	Name	Type	Ability
E	Hurchin	Spirit	Mr. Boom: Intangible for 10 seconds
D	Hurchin	Spirit	Mr. Boom: Intangible for 10 seconds
C	Hurchin	Spirit	Mr. Boom: Intangible for 10 seconds
B	Hurchin	Spirit	Mr. Boom: Intangible for 10 seconds
A	Hurchin	Spirit	Mr. Boom: Intangible for 10 seconds
S	Hurchin	Spirit	Mr. Boom: Intangible for 10 seconds

He looks just like Coughkoff but don't say that! He hates that guy.

164: Peckpocket

Lv 1	HP 1	Attack 1	Defense 1	Spirit 1	Agility 1	Location Spirit Realm	Voice Actor Yuki Kaji

Rank	Name	Type	Ability
E	Peckpocket	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
D	Peckpocket	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
C	Peckpocket	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
B	Peckpocket	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
A	Peckpocket	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
S	Peckpocket	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds

When Peckpocket has its eye on you, you'll start sweating under pressure! Look! It's data drain!

165: Rockabelly

Lv 1	HP 1	Attack 1	Defense 1	Spirit 1	Agility 1	Location Spirit Realm	Voice Actor Yuki Kaji

Rank	Name	Type	Ability
E	Rockabelly	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
D	Rockabelly	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
C	Rockabelly	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
B	Rockabelly	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
A	Rockabelly	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
S	Rockabelly	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds

A weird fly-by-that's-gone-the-belly-dancer-for-stomach-feathers-look-like-an-old-match-face

166: Buhu

Lv 1	HP 1	Attack 1	Defense 1	Spirit 1	Agility 1	Location Spirit Realm	Voice Actor Yuki Kaji

Rank	Name	Type	Ability
E	Buhu	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
D	Buhu	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
C	Buhu	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
B	Buhu	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
A	Buhu	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
S	Buhu	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds

This bird fly but is always bummed out. People is hygeine get depressed and discarded a lot.

167: Flumpy

Lv 1	HP 1	Attack 1	Defense 1	Spirit 1	Agility 1	Location Spirit Realm	Voice Actor Yuki Kaji

Rank	Name	Type	Ability
E	Flumpy	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
D	Flumpy	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
C	Flumpy	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
B	Flumpy	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
A	Flumpy	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
S	Flumpy	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds

Flumpy can make even the coolest person unfashionable and awkward. He keeps being so uncouth.

168: Skreek

Lv 1	HP 1	Attack 1	Defense 1	Spirit 1	Agility 1	Location Spirit Realm	Voice Actor Yuki Kaji

Rank	Name	Type	Ability
E	Skreek	Spirit	Yo-kai Radar: +1 Yo-Roll Power
D	Skreek	Spirit	Yo-kai Radar: +1 Yo-Roll Power
C	Skreek	Spirit	Yo-kai Radar: +1 Yo-Roll Power
B	Skreek	Spirit	Yo-kai Radar: +1 Yo-Roll Power
A	Skreek	Spirit	Yo-kai Radar: +1 Yo-Roll Power
S	Skreek	Spirit	Yo-kai Radar: +1 Yo-Roll Power

Rare!

It can unfurl a glimpse of Skreek's past lives. He can throw you into the deepest pits of despair.

169: Manjimutt

Lv 1	HP 1	Attack 1	Defense 1	Spirit 1	Agility 1	Location Spirit Realm	Voice Actor Yuki Kaji

Rank	Name	Type	Ability
E	Manjimutt	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
D	Manjimutt	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
C	Manjimutt	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
B	Manjimutt	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
A	Manjimutt	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
S	Manjimutt	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds

A mob-faced poodle who enjoys young people frightened by a poodle with a mob's face. Hopes to one day be a CEO.

170: Multimutt

Lv 1	HP 1	Attack 1	Defense 1	Spirit 1	Agility 1	Location Spirit Realm	Voice Actor Yuki Kaji

Rank	Name	Type	Ability
E	Multimutt	Spirit	Yo-kai Radar: Increase Yo-Roll Power by 1 Step
D	Multimutt	Spirit	Yo-kai Radar: Increase Yo-Roll Power by 1 Step
C	Multimutt	Spirit	Yo-kai Radar: Increase Yo-Roll Power by 1 Step
B	Multimutt	Spirit	Yo-kai Radar: Increase Yo-Roll Power by 1 Step
A	Multimutt	Spirit	Yo-kai Radar: Increase Yo-Roll Power by 1 Step
S	Multimutt	Spirit	Yo-kai Radar: Increase Yo-Roll Power by 1 Step

Nobody wants to get close to Multimutt, because both of his faces look mean. He's a perfect good dog.

171: Sir Berus

Lv 1	HP 1	Attack 1	Defense 1	Spirit 1	Agility 1	Location Spirit Realm	Voice Actor Yuki Kaji

Rank	Name	Type	Ability
E	Sir Berus	Spirit	Yo-kai Radar: Increase Yo-Roll Power by 1 Step
D	Sir Berus	Spirit	Yo-kai Radar: Increase Yo-Roll Power by 1 Step
C	Sir Berus	Spirit	Yo-kai Radar: Increase Yo-Roll Power by 1 Step
B	Sir Berus	Spirit	Yo-kai Radar: Increase Yo-Roll Power by 1 Step
A	Sir Berus	Spirit	Yo-kai Radar: Increase Yo-Roll Power by 1 Step
S	Sir Berus	Spirit	Yo-kai Radar: Increase Yo-Roll Power by 1 Step

Rare!

As the guard dog born and raised in the motherworld. He doesn't let a single soul escape his grasp.

172: Droplette

Lv 1	HP 1	Attack 1	Defense 1	Spirit 1	Agility 1	Location Spirit Realm	Voice Actor Yuki Kaji

Rank	Name	Type	Ability
E	Droplette	Spirit	Yo-kai Radar: +1 Yo-Roll Power
D	Droplette	Spirit	Yo-kai Radar: +1 Yo-Roll Power
C	Droplette	Spirit	Yo-kai Radar: +1 Yo-Roll Power
B	Droplette	Spirit	Yo-kai Radar: +1 Yo-Roll Power
A	Droplette	Spirit	Yo-kai Radar: +1 Yo-Roll Power
S	Droplette	Spirit	Yo-kai Radar: +1 Yo-Roll Power

Droplette makes his way to places that don't get much sun and makes them damp and moldy. ...Gross.

173: Drizzle

Lv 1	HP 1	Attack 1	Defense 1	Spirit 1	Agility 1	Location Spirit Realm	Voice Actor Yuki Kaji

Rank	Name	Type	Ability
E	Drizzle	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
D	Drizzle	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
C	Drizzle	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
B	Drizzle	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
A	Drizzle	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
S	Drizzle	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds

Drizzle creates rain clouds wherever it goes. You can find it in places that are thoroughly wet.

174: Slush

Lv 1	HP 1	Attack 1	Defense 1	Spirit 1	Agility 1	Location Spirit Realm	Voice Actor Yuki Kaji

Rank	Name	Type	Ability
E	Slush	Spirit	Yo-kai Radar: +1 Yo-Roll Power
D	Slush	Spirit	Yo-kai Radar: +1 Yo-Roll Power
C	Slush	Spirit	Yo-kai Radar: +1 Yo-Roll Power
B	Slush	Spirit	Yo-kai Radar: +1 Yo-Roll Power
A	Slush	Spirit	Yo-kai Radar: +1 Yo-Roll Power
S	Slush	Spirit	Yo-kai Radar: +1 Yo-Roll Power

A large gathering of these frosty Yo-kai could form anything.
Just one can freeze a cup of water.

175: Alhail

Lv 1	HP 1	Attack 1	Defense 1	Spirit 1	Agility 1	Location Spirit Realm	Voice Actor Yuki Kaji

Rank	Name	Type	Ability
E	Alhail	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
D	Alhail	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
C	Alhail	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
B	Alhail	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
A	Alhail	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
S	Alhail	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds

This Yo-kai has strong ice power by itself, but will gradually accrue whenever it breathes.

176: Gush

Lv 1	HP 1	Attack 1	Defense 1	Spirit 1	Agility 1	Location Spirit Realm	Voice Actor Yuki Kaji

Rank	Name	Type	Ability
E	Gush	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
D	Gush	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
C	Gush	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
B	Gush	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
A	Gush	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
S	Gush	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds

Rare!

It's hopeful you, your nose won't stop bleeding. The Yo-kai can be much scarier than Gushes.

177: Chatalie

Lv 1	HP 1	Attack 1	Defense 1	Spirit 1	Agility 1	Location Spirit Realm	Voice Actor Yuki Kaji

Rank	Name	Type	Ability
E	Chatalie	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
D	Chatalie	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
C	Chatalie	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
B	Chatalie	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
A	Chatalie	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds
S	Chatalie	Spirit	Mr. Bi-Beam: Paralyze for 10 seconds

All talk and no action. If she bogarts you, you'll be the same and lose the trust of others.

178: Nagatha

Lv 1	HP 1	Attack 1	Defense 1	Spirit 1	Agility 1	Location Spirit Realm	Voice Actor Yuki Kaji

Rank	Name	Type	Ability
E	Nagatha	Spirit	Mr. Bi-Beam: Increase Yo-Roll Power by 1 Step
D	Nagatha	Spirit	Mr. Bi-Beam: Increase Yo-Roll Power by 1 Step
C	Nagatha	Spirit	Mr. Bi-Beam: Increase Yo-Roll Power by 1 Step
B	Nagatha	Spirit	Mr. Bi-Beam: Increase Yo-Roll Power by 1 Step
A	Nagatha	Spirit	Mr. Bi-Beam: Increase Yo-Roll Power by 1 Step
S	Nagatha	Spirit	Mr. Bi-Beam: Increase Yo-Roll Power by 1 Step

Nagatha will make you miss the kind of person that'll say people over the smallest mistake.

179: Dismarelda

Lv 1	HP 1	Attack 1	Defense 1	Spirit 1	Agility 1	Location Spirit Realm	Voice Actor Yuki Kaji

Rank	Name	Type	Ability
E	Dismarelda	Spirit	Mr. Bi-Beam: Increase Yo-Roll Power by 1 Step
D	Dismarelda	Spirit	Mr. Bi-Beam: Increase Yo-Roll Power by 1 Step
C	Dismarelda	Spirit	Mr. Bi-Beam: Increase Yo-Roll Power by 1 Step
B	Dismarelda	Spirit	Mr. Bi-Beam: Increase Yo-Roll Power by 1 Step
A	Dismarelda	Spirit	Mr. Bi-Beam: Increase Yo-Roll Power by 1 Step
S	Dismarelda	Spirit	Mr. Bi-Beam: Increase Yo-Roll Power by 1 Step

Her ghostly eyes can darken the mood in any environment. Its even worse when she's in a bad mood.

180: Cheekosqueek

Lv 1	HP 1	Attack 1	Defense 1	Spirit 1	Agility 1	Location Spirit Realm	Voice Actor Yuki Kaji

Rank	Name	Type	Ability
E	Cheeksqueek	Spirit	Mr. Sweeping: Item Revival
D	Cheeksqueek	Spirit	Mr. Sweeping: Item Revival
C	Cheeksqueek	Spirit	Mr. Sweeping: Item Revival
B	Cheeksqueek	Spirit	Mr. Sweeping: Item Revival
A	Cheeksqueek	Spirit	Mr. Sweeping: Item Revival
S	Cheeksqueek	Spirit	Mr. Sweeping: Item Revival

A Yo-kai that can't stop flicking. There's a rumor that he just has really bad breath - but I'm not going to clear the air here.

181: Cuttlecheez

Lv 1	HP 1	Attack 1	Defense 1	Spirit 1	Agility 1	Location Spirit Realm	Voice Actor Yuki Kaji

Rank	Name	Type	Ability
E	Cuttlecheez	Spirit	Mr. Bi-Beam: Boost Yo-Roll Power by 1 Step
D	Cuttlecheez	Spirit	Mr. Bi-Beam: Boost Yo-Roll Power by 1 Step
C	Cuttlecheez	Spirit	Mr. Bi-Beam: Boost Yo-Roll Power by 1 Step
B	Cuttlecheez	Spirit	Mr. Bi-Beam: Boost Yo-Roll Power by 1 Step
A	Cuttlecheez	Spirit	Mr. Bi-Beam: Boost Yo-Roll Power by 1 Step
S	Cuttlecheez	Spirit	Mr. Bi-Beam: Boost Yo-Roll Power by 1 Step

A god of Business. Brace yourself for agony if you get stuck in a motivational room with Cuttlecheez.

182: Compunzer

Lv 1	HP 1	Attack 1	Defense 1	Spirit 1	Agility 1	Location Spirit Realm	Voice Actor Yuki Kaji

Rank	Name	Type	Ability
E	Compunzer	Spirit	Yo-kai Radar: Boost Yo-Roll Power by 1 Step
D	Compunzer	Spirit	Yo-kai Radar: Boost Yo-Roll Power by 1 Step
C	Compunzer	Spirit	Yo-kai Radar: Boost Yo-Roll Power by 1 Step
B	Compunzer	Spirit	Yo-kai Radar: Boost Yo-Roll Power by 1 Step
A	Compunzer	Spirit	Yo-kai Radar: Boost Yo-Roll Power by 1 Step
S	Compunzer	Spirit	Yo-kai Radar: Boost Yo-Roll Power by 1 Step

Even through he seems to make people laugh, Compunzer's jokes fall flat and just lead to awkward silences.

183: Lamedian

Lv 1	HP 1	Attack 1	Defense 1	Spirit 1	Agility 1	Location Spirit Realm	Voice Actor Yuki Kaji

Rank	Name	Type	Ability
E	Lamedian	Spirit	Yo-kai Radar: Increase Yo-Roll Power by 1 Step
D	Lamedian	Spirit	Yo-kai Radar: Increase Yo-Roll Power by 1 Step
C	Lamedian	Spirit	Yo-kai Radar: Increase Yo-Roll Power by 1 Step
B	Lamedian	Spirit	Yo-kai Radar: Increase Yo-Roll Power by 1 Step
A	Lamedian	Spirit	Yo-kai Radar: Increase Yo-Roll Power by 1 Step
S	Lamedian	Spirit	Yo-kai Radar: Increase Yo-Roll Power by 1 Step

His jokes are the worst, only inciting involuntary guffaws at best. But he thinks he's hilarious. It HE HITS TOLERO!

184: Grumples

Lv 1	HP 1	Attack 1	Defense 1	Spirit 1	Agility 1	Location Spirit Realm	Voice Actor Yuki Kaji

Rank	Name	Type	Ability
E	Grumples	Spirit	Mr. Bi-Beam: Item Revival
D	Grumples	Spirit	Mr. Bi-Beam: Item Revival
C	Grumples	Spirit	Mr. Bi-Beam: Item Revival
B	Grumples	Spirit	Mr. Bi-Beam: Item Revival
A	Grumples	Spirit	Mr. Bi-Beam: Item Revival
S	Grumples	Spirit	Mr. Bi-Beam: Item Revival

Never around people and bringing Grumples makes people wrinkly like new suits the factory when she was young, though.

185: Everfore

Lv 1	HP 1	Attack 1	Defense 1	Spirit 1	Agility 1	Location Spirit Realm	Voice Actor Yuki Kaji

Rank	Name	Type	Ability
E	Everfore	Spirit	Yo-kai Radar: +1 Yo-Roll Power
D	Everfore	Spirit	Yo-kai Radar: +1 Yo-Roll Power
C	Everfore	Spirit	Yo-kai Radar: +1 Yo-Roll Power
B	Everfore	Spirit	Yo-kai Radar: +1 Yo-Roll Power
A	Everfore	Spirit	Yo-kai Radar: +1 Yo-Roll Power
S	Everfore	Spirit	Yo-kai Radar: +1 Yo-Roll Power

Sustaining her own youth and beauty by absorbing it from others, Everfore is always near kicking to meet beautiful women.

186: Eterna

Lv 1	HP 1	Attack 1	Defense 1	Spirit 1	Agility 1	Location Spirit Realm	Voice Actor Yuki Kaji

Rank	Name	Type	Ability
E	Eterna	Spirit	Yo-kai Radar: +1 Yo-Roll Power
D	Eterna	Spirit	Yo-kai Radar: +1 Yo-Roll Power
C	Eterna	Spirit	Yo-kai Radar: +1 Yo-Roll Power
B	Eterna	Spirit	Yo-kai Radar: +1 Yo-Roll Power
A	Eterna	Spirit	Yo-kai Radar: +1 Yo-Roll Power
S	Eterna	Spirit	Yo-kai Radar: +1 Yo-Roll Power

Rare!

They say she fo-kai immortality seems from her staff and she'll go instantly without it.

187: Insomni

Lv 1	HP 1	Attack 1	Defense 1	Spirit 1	Agility 1	Location Spirit Realm	Voice Actor Yuki Kaji

Rank	Name	Type	Ability
E	Insomni	Spirit	Mr. Make Sense
D	Insomni	Spirit	Mr. Make Sense
C	Insomni	Spirit	Mr. Make Sense
B	Insomni	Spirit	Mr. Make Sense
A	Insomni	Spirit	Mr. Make Sense
S	Insomni	Spirit	Sand Sender: +1 Yo-Roll Power

If you catch Insomni's eye, she won't let you fall asleep until she's bored with you. ...or you're almost dead.

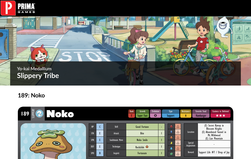
188: Sandi

Lv 1	HP 1	Attack 1	Defense 1	Spirit 1	Agility 1	Location Spirit Realm	Voice Actor Yuki Kaji

Rank	Name	Type	Ability
E	Sandi	Spirit	Mr. Make Sense
D	Sandi	Spirit	Mr. Make Sense
C	Sandi	Spirit	Mr. Make Sense
B	Sandi	Spirit	Mr. Make Sense
A	Sandi	Spirit	Mr. Make Sense
S	Sandi	Spirit	Sand Sender: +1 Yo-Roll Power

Rare!

He'll use Sandi Inspector to give the rest of you will play in your dreams.
It's less fun to meet, waking up Eterna.



Yo-kai Medallium
Slippery Tribe

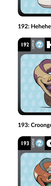
189: Noko



Noko	Lv. 1	Class: Brawler	Tribe: Slippery	Rank: E	Location: Forest Entrance	Voice Actor: Yuki Kaida
HP	3	Soul Classes			Location	Boss Fight: Bloominoko in Forest of Ice, Medium Lv. 8, Medium
ATK	2	Brawler	1		Location	
DEF	2	Defense Boost	Daily Soda	1	Location	
SPR	1	Spirit	Tsuchinoko	1	Location	
SPD	2	Technique	Sparkle Slap	1	Location	Sparkle Slap: Lv. 1

Noko is a new lucky soda! It is always scared of being eaten by humans. What's happened a lot since it's terrible at hiding.

190: Bloominoko



Bloominoko	Lv. 8	Class: Brawler	Tribe: Slippery	Rank: E	Location: Forest of Ice	Voice Actor: Yuki Kaida
HP	4	Soul Classes			Location	Ice Box: Lv. 1, Exp. 0
ATK	3	Brawler	2		Location	
DEF	3	Defense Boost	Daily Soda	2	Location	
SPR	2	Spirit	Tsuchinoko	2	Location	Sparkle Slap: Lv. 2
SPD	3	Technique	Sparkle Slap	2	Location	

The flower on top of Bloominoko's head brings people luck and happiness. Some folks even worship it.

191: Pandanoko



Pandanoko	Lv. 1	Class: Tamer	Tribe: Slippery	Rank: E	Location: Forest Entrance	Voice Actor: Yuki Kaida
HP	4	Soul	Tamer		Location	Ice Box: Lv. 1, Exp. 0
ATK	2	Tamer	1		Location	
DEF	2	Defense Boost	Daily Soda	1	Location	
SPR	1	Spirit	Tsuchinoko	1	Location	Heavy Hair: Lv. 1, Exp. 0
SPD	2	Technique	Heavy Hair	1	Location	

Rare!
A wandering Yo-kai from a faraway land. It's tough to find and a miracle to actually befriend.

192: Heheheel



Heheheel	Lv. 1	Class: Jester	Tribe: Slippery	Rank: E	Location: Forest Entrance	Voice Actor: Yuki Kaida
HP	3	Soul	Jester		Location	Ah, Ya Missed Me!: Lv. 1, Exp. 0, Weight: Low
ATK	2	Jester	1		Location	
DEF	2	Defense Boost	Ya Ya Yuzu Bun	1	Location	Trash-Can
SPR	1	Spirit	Tsuchinoko	1	Location	Ya Ya Yuzu Bun: Lv. 1, Boost: Foul
SPD	3	Technique	Trashcan	1	Location	

This old pair can't stop laughing and embody Insomi why Mystle (in stories of Insomi) is broken.

193: Croonger



Croonger	Lv. 1	Class: Jester	Tribe: Slippery	Rank: E	Location: Forest Entrance	Voice Actor: Yuki Kaida
HP	4	Soul	Jester		Location	Ah, Ya Missed Me!: Lv. 1, Exp. 0, Weight: Low
ATK	2	Jester	1		Location	
DEF	2	Defense Boost	Ya Ya Yuzu Bun	1	Location	Trash-Can
SPR	1	Spirit	Tsuchinoko	1	Location	Ya Ya Yuzu Bun: Lv. 1, Boost: Foul
SPD	3	Technique	Trashcan	1	Location	

A cat Yo-kai who sings a strange tune. If you hear singing coming from a pot, don't look into it!

194: Umaconda



Umaconda	Lv. 1	Class: Jester	Tribe: Slippery	Rank: E	Location: Forest Entrance	Voice Actor: Yuki Kaida
HP	4	Soul	Jester		Location	Ah, Ya Missed Me!: Lv. 1, Exp. 0, Weight: Low
ATK	2	Jester	1		Location	
DEF	2	Defense Boost	Yo-Lills	1	Location	Trash-Can
SPR	1	Spirit	Boon	1	Location	Yo-Lills: Lv. 1, Boost: Heal
SPD	3	Technique	Heart of Fire	1	Location	

Treat! no regular yo-kai wants a huge snake meal! Some say the inspired the creation of the jack-in-the-box.

195: Fishpicable



Fishpicable	Lv. 1	Class: Rampager	Tribe: Slippery	Rank: E	Location: Forest Entrance	Voice Actor: Yuki Kaida
HP	4	Soul	Rampager		Location	Oh, Ya Missed Me!: Lv. 1, Exp. 0, Weight: Low
ATK	3	Rampager	1		Location	
DEF	2	Defense Boost	Apple Slap	1	Location	Trash-Can
SPR	1	Spirit	Tsuchinoko	1	Location	Yo Yo Yuzu:
SPD	2	Technique	Apple Slap	1	Location	

Fishpicable only uses the bait to provide and slaps things he hates with his tail. His tail is very fancy.

196: Rageon



Rageon	Lv. 1	Class: Rampager	Tribe: Slippery	Rank: E	Location: Forest Entrance	Voice Actor: Yuki Kaida
HP	4	Soul	Rampager		Location	Oh, Ya Missed Me!: Lv. 1, Exp. 0, Weight: Low
ATK	3	Rampager	1		Location	
DEF	2	Defense Boost	Tsuyoru	1	Location	Trash-Can
SPR	1	Spirit	Tsuchinoko	1	Location	Yo Yo Yuzu: Lv. 1, Boost: Heal
SPD	2	Technique	Tsuyoru	1	Location	

Rageon took grudges for no reason. If you woke up to see him standing next to your bed... AUH!

197: Tunatic



Tunatic	Lv. 1	Class: Rampager	Tribe: Slippery	Rank: E	Location: Forest Entrance	Voice Actor: Yuki Kaida
HP	4	Soul	Rampager		Location	Oh, Ya Missed Me!: Lv. 1, Exp. 0, Weight: Low
ATK	3	Rampager	1		Location	
DEF	2	Defense Boost	Yo Yuzu	1	Location	Trash-Can
SPR	1	Spirit	Tsuchinoko	1	Location	Yo Yo Yuzu: Lv. 1, Boost: Heal
SPD	2	Technique	Tsunami Rage	1	Location	

Rare!
Tunatic will go on a rampage if he's criticized at all. He makes kids angry when they get scolded by their parents.

198: Draggie



Draggie	Lv. 1	Class: Brawler	Tribe: Slippery	Rank: E	Location: Forest Entrance	Voice Actor: Yuki Kaida
HP	4	Soul	Brawler		Location	Ah, Ya Missed Me!: Lv. 1, Exp. 0, Weight: Low
ATK	3	Brawler	1		Location	
DEF	2	Defense Boost	Dragon Jaws	1	Location	Trash-Can
SPR	1	Spirit	Tsuchinoko	1	Location	Yo Yo Yuzu: Lv. 1, Boost: Heal
SPD	2	Technique	Dragon Tooth	1	Location	

A dragon kid who wants attention. He can use the hidden strengths of others with the ball on his head.

199: Dragon Lord



Dragon Lord	Lv. 1	Class: Brawler	Tribe: Slippery	Rank: E	Location: Forest Entrance	Voice Actor: Yuki Kaida
HP	4	Soul	Dragon Tyke		Location	Oh Ya Missed Me!: Lv. 1, Exp. 0, Weight: Low
ATK	3	Brawler	1		Location	
DEF	2	Defense Boost	Dragon Jaws	1	Location	Trash-Can
SPR	1	Spirit	Tsuchinoko	1	Location	Yo Yo Yuzu: Lv. 1, Boost: Heal
SPD	2	Technique	Dragon Tooth	1	Location	

Draggie has come into his own with dignity and might worthy of the title "dragon."

200: Azure Dragon



Azure Dragon	Lv. 1	Class: Brawler	Tribe: Slippery	Rank: E	Location: Forest Entrance	Voice Actor: Yuki Kaida
HP	4	Soul	Dragon Tyke		Location	Oh Ya Missed Me!: Lv. 1, Exp. 0, Weight: Low
ATK	3	Brawler	1		Location	
DEF	2	Defense Boost	Dragon Jaws	1	Location	Trash-Can
SPR	1	Spirit	Tsuchinoko	1	Location	Yo Yo Yuzu: Lv. 1, Boost: Heal
SPD	2	Technique	Dragon Tooth	1	Location	

Rare!
A legendary divine beast. He holds domain over water, surpassing even the power of Dragon Lord.

201: Daiz



Daiz	Lv. 1	Class: Ninja	Tribe: Slippery	Rank: E	Location: Forest Entrance	Voice Actor: Yuki Kaida
HP	3	Soul	Ninja		Location	Oh, Ya Missed Me!: Lv. 1, Exp. 0, Weight: Low
ATK	3	Ninja	1		Location	
DEF	2	Defense Boost	Daiz Roll	1	Location	Trash-Can
SPR	1	Spirit	Tsuchinoko	1	Location	Daiz Roll: Lv. 1, Boost: Def
SPD	3	Technique	Daiz Roll	1	Location	

Daiz jams rice rolls into space, sometimes not moving for three whole days. Where is thinking about all the time...?

202: Confuze



Confuze	Lv. 1	Class: Ninja	Tribe: Slippery	Rank: E	Location: Forest Entrance	Voice Actor: Yuki Kaida
HP	3	Soul	Ninja		Location	Oh Ya Missed Me!: Lv. 1, Exp. 0, Weight: Low
ATK	3	Ninja	1		Location	
DEF	2	Defense Boost	Bubble Wall	1	Location	Trash-Can
SPR	1	Spirit	Tsuchinoko	1	Location	Yo Yo Yuzu: Lv. 1, Boost: Def
SPD	3	Technique	Bubble Wall	1	Location	

Confuze will make you bubble and mumble. It's the worst when you have to read out loud in class!

203: Chummer

Chummer	Lv. 1	Class: Jester	Tribe: Slippery	Rank: E	Location: Forest Entrance	Voice Actor: Yuki Kaida
HP	4	Soul	Jester		Location	Ah, Ya Missed Me!: Lv. 1, Exp. 0, Weight: Low
ATK	2	Jester	1		Location	
DEF	2	Defense Boost	Yo-Lills	1	Location	Trash-Can
SPR	1	Spirit	Boon	1	Location	Yo-Lills: Lv. 1, Boost: Heal
SPD	3	Technique	Heart of Fire	1	Location	

Chummer loves eating kids. He'll make them tastier after school before devouring them. He likes asparagus, too.

204: Shrook

Shrook	Lv. 1	Class: Tamer	Tribe: Slippery	Rank: E	Location: Forest Entrance	Voice Actor: Yuki Kaida
HP	4	Soul	Tamer		Location	Ah, Ya Missed Me!: Lv. 1, Exp. 0, Weight: Low
ATK	2	Tamer	1		Location	
DEF	2	Defense Boost	Turtle Time	1	Location	Trash-Can
SPR	1	Spirit	Tsuchinoko	1	Location	Turtle Time: Lv. 1, Boost: Def
SPD	3	Technique	Mandarin	1	Location	

Shrook will make you feel at whatever you're usually good at. He can make a master into a canine pretty quickly.

205: Spenp

Spenp	Lv. 1	Class: Tamer	Tribe: Slippery	Rank: E	Location: Forest Entrance	Voice Actor: Yuki Kaida
HP	4	Soul	Tamer		Location	Oh Deary Me Me Me!: Lv. 1, Exp. 0, Weight: Low
ATK	2	Tamer	1		Location	
DEF	2	Defense Boost	Spenp Me	1	Location	Beam Ball: Lv. 1, Boost: Def
SPR	1	Spirit	Tsuchinoko	1	Location	
SPD	3	Technique	Mandarin	1	Location	

Being Inspirited by Spenp will make you buy things that you don't even want. Mine tips to your cash!

206: Almi

Almi	Lv. 1	Class: Tamer	Tribe: Slippery	Rank: E	Location: Forest Entrance	Voice Actor: Yuki Kaida
HP	4	Soul	Tamer		Location	Ah, Deary Me Me Me!: Lv. 1, Exp. 0, Weight: Low
ATK	2	Tamer	1		Location	
DEF	2	Defense Boost	Almi Me	1	Location	Baby Fire
SPR	1	Spirit	Tsuchinoko	1	Location	Almi Me!: Yes, Sorta
SPD	3	Technique	Mandarin	1	Location	

Rare!
When Almi inspires you, you'll want to treat others all the time. Not unlike will be empty before you know it.

207: Babblong

Babblong	Lv. 1	Class: Jester	Tribe: Slippery	Rank: E	Location: Forest Entrance	Voice Actor: Yuki Kaida
HP	4	Soul	Jester		Location	Ah, Ya Missed Me!: Lv. 1, Exp. 0, Weight: Low
ATK	2	Jester	1		Location	
DEF	2	Defense Boost	Babblong	1	Location	Square Hit
SPR	1	Spirit	Tsuchinoko	1	Location	Yo Yo Yuzu: Lv. 1, Boost: Heal
SPD	3	Technique	Yo-Yo Yuzu	1	Location	

Don't agree to listen to Babblong or else he'll talk and talk and talk and talk and talk and talk. He's a terrible listener.

208: Bananose

Bananose	Lv. 1	Class: Jester	Tribe: Slippery	Rank: E	Location: Forest Entrance	Voice Actor: Yuki Kaida
HP	4	Soul	Jester		Location	Ah, Ya Missed Me!: Lv. 1, Exp. 0, Weight: Low
ATK	2	Jester	1		Location	
DEF	2	Defense Boost	Schwing	1	Location	Spin - nose: nose
SPR	1	Spirit	Tsuchinoko	1	Location	
SPD	3	Technique	Mercurial	1	Location	Jester + Brave Badge

Rare!
This Yo-kai is made of bananas and is often hindered by circling flies.
See relations to Babblong.

209: Copperled

Copperled	Lv. 1	Class: Tamer	Tribe: Slippery	Rank: E	Location: Forest Entrance	Voice Actor: Yuki Kaida
HP	4	Soul	Tamer		Location	Ah, Deary Me Me Me!: Lv. 1, Exp. 0, Weight: Low
ATK	2	Tamer	1		Location	
DEF	2	Defense Boost	Copperled	1	Location	Yo-Lills
SPR	1	Spirit	Tsuchinoko	1	Location	Yo-Lills: Lv. 1, Boost: Heal
SPD	3	Technique	Mercurial	1	Location	

This pair can't refuse orders from the fire on this old hi-tech tub.
And he loves to micromanage everything he can!

210: Cynake

Cynake	Lv. 1	Class: Tamer	Tribe: Slippery	Rank: E	Location: Forest Entrance	Voice Actor: Yuki Kaida
HP	4	Soul	Tamer		Location	Ah, Deary Me Me Me!: Lv. 1, Exp. 0, Weight: Low
ATK	2	Tamer	1		Location	
DEF	2	Defense Boost	Cynake	1	Location	Trash-Can
SPR	1	Spirit	Tsuchinoko	1	Location	Yo-Lills: Lv. 1, Boost: Heal
SPD	3	Technique	Mercurial	1	Location	

The sulky snake Yo-kai will make you talk at the slightest problem. Hmph!

211: Slitheref

Slitheref	Lv. 1	Class: Ninja	Tribe: Slippery	Rank: E	Location: Forest Entrance	Voice Actor: Yuki Kaida
HP	3	Soul	Ninja		Location	Oh Ya Rock!: Lv. 1, Exp. 0, Weight: Low
ATK	3	Ninja	1		Location	
DEF	2	Defense Boost	Rock	1	Location	Trash-Can
SPR	1	Spirit	Tsuchinoko	1	Location	Yo Yo Yuzu: Lv. 1, Boost: Def
SPD	3	Technique	Ninja	1	Location	

When a leader earns, Slitheref will appear out of nowhere and make sure the fight stops fast and square.

212: Venoct

Venoct	Lv. 1	Class: Wrestler	Tribe: Slippery	Rank: E	Location: Forest Entrance	Voice Actor: Yuki Kaida
HP	4	Soul	Wrestler		Location	Ah, Deary Me Me Me!: Lv. 1, Exp. 0, Weight: Low
ATK	3	Wrestler	1		Location	
DEF	2	Defense Boost	Venoct	1	Location	Yo-Lills
SPR	1	Spirit	Tsuchinoko	1	Location	Yo-Lills: Lv. 1, Boost: Heal
SPD	2	Technique	Venoct Bounce	1	Location	

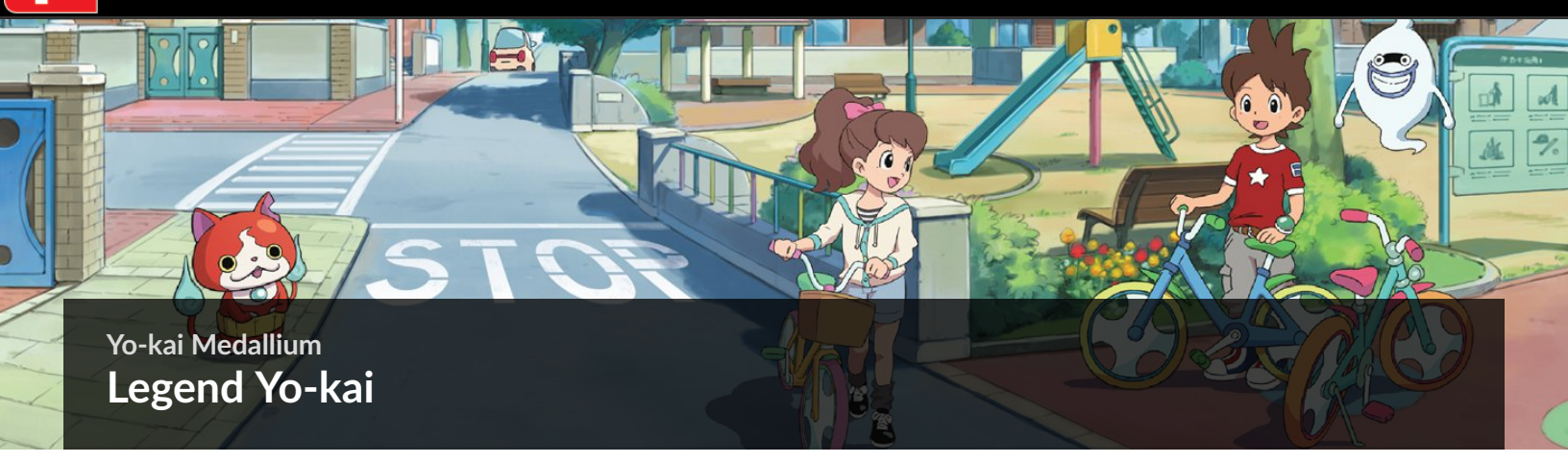
As other Yo-kai who fights with his dragon scarf. All of his abilities are truly fire-type class.

213: Shadow Venoct

Shadow Venoct	Lv. 1	Class: Wrestler	Tribe: Slippery	Rank: E	Location: Forest Entrance	Voice Actor: Yuki Kaida
HP	4	Soul	Wrestler		Location	Ah, Deary Me Me Me!: Lv. 1, Exp. 0, Weight: Low
ATK	3	Wrestler	1		Location	
DEF	2	Defense Boost	Shadow Venoct	1	Location	Trash-Can
SPR	1	Spirit	Tsuchinoko	1	Location	Yo-Lills: Lv. 1, Boost: Heal
SPD	2	Technique	Venoct Bounce	1	Location	

Rare!
Venoct's shadow, shifted in the deadly arts. Fire who learn that he scores him long after that.

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Yo-kai Medallium

Legend Yo-kai

214: Shogunyan

214 BRAVE **Shogunyan**

Rank	Growth	Evolution	Type	Resistance	Favorite Food	Easiness to Befriend
S	Super Slow	X	Attack	C	Seafood	-



HP	C
STR	B
SPR	D
DEF	E
SPD	A

Skill	Extreme Critical	-
Attack	Lightning Slash	3
Soultimate Move	Bonito Blade	4
Technique	Storm	3
Inspirit	Heart of a Warrior	3

Location	-
Special Acquisition	In sealed Yo-kai Medallium
Reward	Yellowtail / Speed Bell

Legend!

Jibanyan turned into a legendary warrior. He just loves skipjack tuna and carries it around in his armor.

215: Komashura

215 MYSTERIOUS **Komashura**

Rank	Growth	Evolution	Type	Resistance	Favorite Food	Easiness to Befriend
S	Ultra Slow	X	Technique	D	Milk	-



HP	B
STR	E
SPR	A
DEF	D
SPD	B

Skill	Blazing Fighting Spirit	-
Attack	Practiced Punch	3
Soultimate Move	Shura Shower	4
Technique	Incinerate	3
Inspirit	Burly Power	3

Location	-
Special Acquisition	In sealed Yo-kai Medallium
Reward	Skill Encyclopedia / Top Techniques

Legend!

A legendary Komasan with the heart of a greater demon.
He scorches his foes with infernal flame.

216: Dandoodle

216 EERIE **Dandoodle**

Rank	Growth	Evolution	Type	Resistance	Favorite Food	Easiness to Befriend
S	Ultra Slow	X	Support	D	Chinese Food	-



HP	A
STR	E
SPR	A
DEF	D
SPD	E

Skill	Popularity	-
Attack	Tackle	2
Soultimate Move	Handsome Grin	4
Technique	Paradise	3
Inspirit	Healing Air	3

Location	-
Special Acquisition	In sealed Yo-kai Medallium
Reward	Speed Talisman / Hidden Hits

Legend!

A legendary Manjimutt that, through some sort of mistake, got handsome.
His smile's so soothing!

217: Elder Bloom

217 HEARTFUL **Elder Bloom**

Rank	Growth	Evolution	Type	Resistance	Favorite Food	Easiness to Befriend
S	Ultra Slow	X	Healing	D	Rice Balls	-



HP	C
STR	D
SPR	A
DEF	C
SPD	A

Skill	Caring	-
Attack	Headsmack	1
Soultimate Move	Full Bloom	4
Technique	Paradise	3
Inspirit	Miracle Blossom	3

Location	-
Special Acquisition	In sealed Yo-kai Medallium
Reward	Bye, Lil Angel / Mighty Medicine

Legend!

This legendary Hungramps supposedly once filled a city with spirit-invigorating cherry blossoms.

218: Gilgaros

218 TOUGH **Gilgaros**

Rank	Growth	Evolution	Type	Resistance	Favorite Food	Easiness to Befriend
S	Ultra Slow	X	Attack	E	Meat	-



HP	A
STR	A
SPR	E
DEF	B
SPD	A

Skill	Extreme Critical	-
Attack	Clobber	3
Soultimate Move	Golden Beatdown	4
Technique	Lightning	2
Inspirit	Power of Terror	3

Location	-
Special Acquisition	In sealed Yo-kai Medallium
Reward	Strength Talisman / Soul Secrets

Legend!

The strongest Oni ever born. His power is so great that it needs no explanation.
None. At all. Even this is too much…

219: Sapphinyan

219 **Sapphinyan**

Rank	Growth	Evolution	Type	Resistance	Favorite Food	Easiness to Befriend
-	-	-	-	-	-	-



HP	-
STR	-
SPR	-
DEF	-
SPD	-

Skill	-	-
Attack	-	-
Soultimate Move	-	-
Technique	-	-
Inspirit	-	-

Location	-
Special Acquisition	-
Reward	-

Rare!

220: Emenyan

220 **Emenyan**

Rank	Growth	Evolution	Type	Resistance	Favorite Food	Easiness to Befriend
-	-	-	-	-	-	-



HP	-
STR	-
SPR	-
DEF	-
SPD	-

Skill	-	-
Attack	-	-
Soultimate Move	-	-
Technique	-	-
Inspirit	-	-

Location	-
Special Acquisition	-
Reward	-

Rare!

221: Rubinyan

221 **Rubinyan**

Rank	Growth	Evolution	Type	Resistance	Favorite Food	Easiness to Befriend
-	-	-	-	-	-	-



HP	-
STR	-
SPR	-
DEF	-
SPD	-

Skill	-	-
Attack	-	-
Soultimate Move	-	-
Technique	-	-
Inspirit	-	-

Location	-
Special Acquisition	-
Reward	-

Rare!

222: Topanyan

222 **Topanyan**

Rank	Growth	Evolution	Type	Resistance	Favorite Food	Easiness to Befriend
-	-	-	-	-	-	-



HP	-
STR	-
SPR	-
DEF	-
SPD	-

Skill	-	-
Attack	-	-
Soultimate Move	-	-
Technique	-	-
Inspirit	-	-

Location	-
Special Acquisition	-
Reward	-

Rare!

223: Dianyan

223 **Dianyan**

Rank	Growth	Evolution	Type	Resistance	Favorite Food	Easiness to Befriend
-	-	-	-	-	-	-



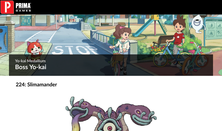
HP	-
STR	-
SPR	-
DEF	-
SPD	-

Skill	-	-
Attack	-	-
Soultimate Move	-	-
Technique	-	-
Inspirit	-	-

Location	-
Special Acquisition	-
Reward	-

Rare!

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224: Slimamander



A huge, snakelike Yo-kai with three big mouthed heads and skin thicker than an elephant's. Aim for the eye in its mouth!

225: Sproink



This middle-aged Yo-kai loves hot baths and even sneaks into hot springs after hours. He turns red and snorts fire from his nose when he's been soaking too long.

226: SV Sneggerjog



The guardian spirit of Catfish Pond, he gets mad if he sees anyone mistreating it. The fish respect his manly personality and will do whatever he asks.

227: Massiface



If a giant, man-shaped shadow falls over you on a hazy night, DO NOT turn around. Just wait for him to leave. Those who turn around disappear and hide from mortals...

228: Phantasmurai



This eerie suit of armor wanders the museum every night. Or at least that's what a little mouse wants you to think.

229: Tarantutor



A spider Yo-kai that lives at school and looks for prime opportunities to eat students. It's so shy it comes out only at night.

230: Dr. Maddiman



This madman used to perform experiments on humans at his hospital. Now, as a Yo-kai, he continues his search for new test subjects.

231: McKraken



The leader of the group trying to take over the Yo-kai world. He can absorb energy through the holes in his hands. His full name is Squidillius McKraken.

232: McKraken (2nd Form)



McKraken absorbed the aura that pervaded Springdale and gained monstrous power. He can control the elements and cause mighty earthquakes.

233: Duwheel



The blue, cheery side of Duowheel is always smiling. Don't cross him, or its head will flip upside down and turn an angry shade of red!

234: Chirpster



If you hear music coming from an old, abandoned mansion, this Yo-kai is likely partying there. If you stumble in, you may be dancing 'til dawn!

235: Eyedra



A huge salamander Yo-kai that lives in the inferno. Those who fall under its red-eyed gaze cower in fear before being smothered whole.

236: Hoggles



He was once a tiny pig Yo-kai, but when he drank some broth he made by boiling other Yo-kai...he got huge!

237: Styx Mk. VI

Styx Mk. VI fishes souls out of the River Styx. No sinner escapes his net. On good fishing days, he sings war shanties that resound through the inferno.

238: Clipso

This massive being returns to Earth on cloud-covered nights to take away kids who like to stay up all night. Goodnight!

239: Dr. Nogut

A mad doctor Yo-kai who wants to create an ideal Yo-kai by combining humans who fell into the inferno with other Yo-kai. He even used his own guts in one experiment.

240: Spookiunk

This armor once belonged to a strong warrior. It now gathers vassals in the inferno and waits to return to battle someday.

241: Squisker

Sent to the inferno after falling victim to one of his distant relative's schemes, this former politician is filled with a blind rage.

242: Wobblewok

Many Yo-kai fought and died to keep this terrifying beast sealed in a large cauldron in the inferno. Some still dare not utter the name Wobblewok aloud...

243: Gargaros

A giant red Oni that appears in children's nightmares. Some say it's the essence of childhood fears given full form. If you triumph over this nightmare, you will grow as a person.

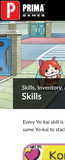
244: Ogralus

Ogralus is said to appear in the dreams of lying children to scare them back to honesty. Liars cannot escape from Ogralus or their nightmares.

245: Orcaros

Orcaros appears in the nightmares of lazy children and spanks them with his iron bat. The pain usually jolts them awake. So... did you do all of your homework?

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Skills, Inventory, and Shops

Skills

Every Yo-kai skill is listed in the following table along with full details of the ability and who uses them. Gather a bunch of the same Yo-kai to stack the effects of a certain skill!

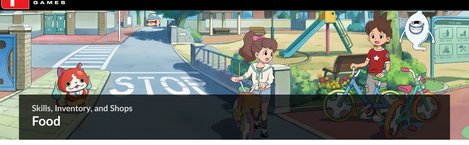


Skill	Detailed Effect	Effect Target	Activation Condition	Used By
Alpha	Yields a spirit stat boost when next to a Yo-kai with the Alpha skill. Cannot be stacked.	Self	-	Komane, Komasan
Omega	Yields a strength stat boost when next to a Yo-kai with the Alpha skill. Cannot be stacked.	Self	-	Komajiro, Komiger
Intimidation	All enemies and allies stop loafing around. Only Yo-kai with the Intimidation skill are not this one, while Intimidation takes precedence over Soothing Rhythm.	All	-	Bedelbeld, Beetal, Crunch'a, Uncle Infinite
Light Speed	High chance to deal critical attacks.	Self	Front Line	Gleam, Sheen
Suspicion	You sometimes attack an ally at random with a Technique. Same effect as Annoyance.	Self	Front Line	Contrarian, Suspicioni, Tantroni
Oldness Zone	All Yo-kai including the player's Yo-kai become unable to dodge attacks. This skill also overwrites Power Wavy Body, Dodge, and Pompadour	All	-	Eterna, Everfore, Grumples
Prayer	Yo-kai next to you recover 2% of their max HP. This ability applies whether or not the Yo-kai is in the front or back row. When there is a Yo-kai with this skill on either side of you, the effect is doubled. Same effect as Caring and Optimism Power	Adjacent Allies	-	Auntie Heart, Mama Aura
Caring	Yo-kai next to you recover 2% of their max HP. This ability applies whether or not the Yo-kai is in the front or back row. When there is a Yo-kai with this skill on either side of you, the effect is doubled. Same effect as Prayer and Optimism Power	Adjacent Allies	-	Elder Bloom, Happiems, Oh' Sam Sick, Sammy, Tattlecast, Tattletell
Gassy Sphere	Lowers enemy attack accuracy. Can be stacked.	Front Line Enemies	-	Cheekquerk
Hanging In	Won't get bad effects of enemy Inspirits.	Self	-	Blips Computzer, Dazzabet, Espy, Infour, Jibanyan, Kyubi, Lumen Negaoo, Ratteldle, Skelebella
Venochange	Makes it easier for the Soultimate Move gauge to fill up. When this Yo-kai is the active, you recover 10 Soultimate points.	Self	-	Venoct
Secrecy	Casts an Inspirit on a Yo-kai (self or ally) that makes enemies target them less.	Allies	-	Blandon, Dimmy, Nul, Shadow Venoct
Guard Break	Allows you to break the enemy's guard and attack. Allows you to deal normal damage to an enemy who's guarding. Cannot be used in boss battles.	Self	Front Line	Hornagamy, Hornaguard, Shonomous, Sushiyama
Shining Spirit	When an ally who is not in the front line gets KO'ed, strength and spirit stats are increased by 50% for the ally that was KO'ed across ranks, even if two allies are KO'ed at the same time. Same effect as Courageous Spirit and Blazing Fighting Spirit.	Self	Front Line	Siro
Wind Play	Your wind-elemental attacks and Soultimate Moves do 1.2x damage. Can be stacked with the Wind Ring.	Self	Front Line	Buhu, Flumpy, Tengu
Windshield	Decreases damage from wind-elemental attacks by 70%.	Self	Front Line	Leadoni, Myrimo, Songhoon
Dodge	Fully protects you from the damage and effects of enemies' Soultimate Moves.	Self	Front Line	Confuze, Daiz
Sword Hunting	When you KO an enemy, you get a strength and spirit boost for the next 5 turns. Same effect as the Adrenaline skill.	Self	Front Line	B3-NK1, Bonkel, Svarbe
Stiff Skin	Decreases damage from ice-elemental attacks by 70%.	Self	Front Line	Alhail, Slush
Endurance	When an enemy's attack would otherwise drop your HP to 0, this allows you to keep 1 HP. Same effect as Hold Strong and Hold Tough. Same effect as The Stand.	Self	Front Line	Fidgephant, Touphant
Lightning Play	Your lightning-elemental Techniques and Soultimate Moves do 1.2x damage. Can be stacked with the lightning Ring.	Self	Front Line	Signbible, Signiton
Penetrate	Allows you to ignore elemental affinity and deal normal damage to an enemy whose element doesn't match well with yours.	Self	-	Appak, Chilthuahua, Ol' Fortune, Pyrockk, Skreek, Suyoo
Miraculous Scales	Cannot be Inspirited. The Ultimate Dark skill gets precedence over this. Same effect as Matchless Shell.	Self	Front Line	Popsillon, Betterfly, Everfly, Everfly
Gambler	Makes it easier to get critically with Attacks, Techniques, and Soultimate Moves. However, it also makes it easier for the enemy to get critically as well. Same effect as Insecure.	Self	Front Line	Bolen, Chamin, Dubbles
Sense of Smell	Your attacks will always hit. The skill gets precedence over Double Shell. Cannot be used in boss battles. Same effect as Eye Sight +.	Self	Front Line	Finstail, Kyubi, Cuttlecheez
Ultimate Dark	Your Inspirits will always succeed. This skill gets precedence over Miraculous Scales and Double Shell. Cannot be used in boss battles.	Self	-	Aweevil
Vampiric	When you deal damage to an opponent with a Technique, you recover HP equal to half that damage. Same effect as Thirsty.	Self	Front Line	Scritchy, Moskeval, Aboobtail, Negatibuzz, Abobtail, Bothree
Brother's Vow	When you are next to a Yo-kai with the Brother's Vow skill, you get boosts to all stats. Same effect as Sister's Vow. Same as Mutt's Paradise.	Self	-	Elloo, Allioo, Iloo
Too Serious	Your loafing ratio becomes 0% and you constantly stop loafing.	Self	Front Line	Beetler
Good Fortune	Many earned after battle is boosted by 1.5x. Same effect as Stealing.	-	-	Gush, Nisko, Whaair, Bloominoko
Gold Guard	Decreases damage from water- and lightning-elemental attacks by 70%.	Self	Front Line	Castelius I, Goldenyan
Skilled Loafer	Restores 25% of your max HP when you next take an Extreme Loafer.	Self	Front Line	Nagatha, Chatalie, Babbleg, Bananoo, Walkappa
Shark Skin	When an enemy damages you with an attack, you deal half that damage back to the enemy. However, it also does not work with any techniques or Soultimate Move abilities. It will not activate if your HP reaches 0. It will also not activate while you're charging a Soultimate Move. Same effect as Revenge.	One Enemy	Front Line	Shrook
Revenge	When an enemy damages you with an attack, you deal half that damage back to the enemy. However, this does not work with any techniques or Soultimate abilities. It will not activate if your HP reaches 0. It will also not activate while you're charging a Soultimate Move. Same effect as Shark Skin.	One Enemy	Front Line	Bruff, Roughraff, Badoob
Moist Skin	Decreases damage from water-elemental attacks by 70%.	Self	Front Line	Drizzle, Droplette
Eye Sight A	Your attacks will always hit. The skill gets precedence over Dodge and Wavy Body. Same effect as Sense of Smell.	Self	Front Line	Singcada
Mutt's Paradise	Decreases damage from fire- and ice-elemental attacks by 70%.	Self	Front Line	Castelius II
Strict	If you are next to a Yo-kai with the Mutt's Paradise skill, you get boosts to all stats. Same effect as Brother's Vow.	Self	-	Multimutt, Sir Berus, Warjimus
Insulator	Halves allies' loafing ratios.	Self	-	Papa Bolt
Equipment Forbidden!	Decreases damage from lightning-elemental attacks by 70%. Same effect as Statickly Skin.	Self	Front Line	Dromp
Extreme Critical	Nullifies the effects of all enemy and ally evolutions.	All	-	Slithoref
Jar Guard	Nullifies the effects of all enemy and ally evolutions.	Self	-	Ake, Payn, Agon, Shogunyan, Count Cavity, Gilgoros
Snitch	Boosts effects by 1.5x when a critical happens.	Self	Front Line	Crooogan, Umacanda, Hehehen
Glossy Skin	When you deal damage to an opponent with a Technique, you recover HP equal to half that damage. Same effect as Vampiric.	Self	Front Line	Grubsnitch
Moist Skin	No attack will ever get a critical on you.	Self	Front Line	Gorunna, Duhunna, Hydrolock, Hydrolukelly, Peckpocket
Spikey Guard	When an enemy attacks you while you're guarding, you deal back 1.5x that damage to the enemy. It also does not work if the attack knocks you out. However, it will not activate while you're charging a Soultimate Move. Cannot be used in boss battles.	One Enemy	Front Line	Coughkoff, Hurchin, Thomyan
The Stand	When an enemy's attack would otherwise drop your HP to 0, this allows you to keep 1 HP. Same effect as Hold Strong and Hold Tough. Same effect as Endurance.	Self	Front Line	Kapunki, Ledballoon, Lava Lord, Blowkade, Mad Mountain	
Dragon Force	When your HP drops below 1/4 of your maximum, you get large strength and spirit boosts.	Self	Front Line	Azure Dragon, Dragon Lord
Hard Worker	Boosts EXP earned after battle by 1.1%.	-	-	Draggie
Long Lasting	Doubles the effect time of your good Inspirit effects.	Self	-	Statiking
Stealing	Money earned after battle is boosted by 1.5x. Same effect as Good Fortune.	-	-	Lodo
Cursed Skin	Boosts all stats when the enemy hits you with a bad Inspirit.	Front Line Allies	-	Neighfarious, Shomanitda, Damona, Owe
Grip On You!	Boosts HP restored from a drain by 1.5x.	Self	Front Line	Sandi, Baku
Fire Play	Your fire-elemental Techniques and Soultimate Moves do 1.2x damage. Can be stacked with the Fire Ring.	Self	Front Line	Tunatic, Flengu
Modest	Your actions stop standing out, so enemies target you less.	Self	Front Line	Cadable, Cadin
Fire Watchout	Cuts fire-elemental damage you take by 70%.	Self	Front Line	Swetterrier, Copperfed
Too Afraid	Makes you loaf a lot more than usual. No Yo-kai with the Too Afraid skill can ever be able to reduce your loafing any more than it already is.	Self	Front Line	Timidevil
Starver	Doubles the effects of food used on allies HP restoration. Cannot be stacked.	All Allies	-	Hungorge, Hungrarms
Wavy Body	Allows you to dodge enemy attacks more than half the time. Cannot be used in boss battles.	Self	Front Line	Steppa, Rhyth, Wiglin
Insecure	Makes it easier to get critically with Attacks, Techniques, and Soultimate Moves. However, it also makes it easier for the enemy to get critically as well. Same effect as Gambler.	Self	Front Line	Reversette, Reversa, Insomni
Careless	Makes it easier for enemies to get critically with Attacks, Techniques, and Soultimate Moves.	Self	Front Line	Undy, Tanbo, Pandle
Platinum Guard	Decreases damage from water-, ice-, and wind-elemental attacks by 70%.	Self	-	Castelius Max
Courageous Spirit	When an ally who's also in the front line gets KO'ed, strength and spirit stats are boosted for the next 5 turns. This only activates once, even if two allies are KO'ed at the same time. Same effect as Shining Spirit and Blazing Fighting Spirit.	Self	Front Line	Quaken
Blocker	If you spin the Member Circle going from the rear line to the front line, you will gain guard until your next turn.	Self	-	Wobblin, Newsy, Impass, Robonyan
Bronze Guard	Decreases damage from earth- and wind-elemental attacks by 70%.	Self	Front Line	Castelius III
Waterproof	Decreases damage from water-elemental attacks by 70%. Same effect as Moist Skin.	Self	Front Line	Fishpicable, Ragoon
Adrenaline	When you KO an enemy, you get a strength and spirit boost for the next 5 turns. Same effect as Sword Hunting.	Self	Front Line	Jibanyan
Forgot to Defend	All enemies and allies become unable to guard. Cannot be used in boss battles.	All	-	Wazzat
Water Play	Your water-elemental Techniques do 1.2x damage. Can be stacked with the Water Ring.	Self	Front Line	Snotsolong
Loiterer	Restores 25% of your max HP when you loaf. Same effect as Skilled Loafer.	Self	Front Line	Chummer
Mirror Body	When you receive damage from an enemy's Technique, you will deal half of that damage back to the enemy. It will not activate with drain-type abilities. It will not activate if you get knocked out. It will also not activate while you're charging a Soultimate Move.	One Enemy	Front Line	Mirapo, Mircle
Prediction	Makes it harder for enemies to hit you with Attacks, Techniques, and Soultimate Moves.	Self	Front Line	Dunmkap
Annoyance	You sometimes attack an ally at random with a Technique. Same effect as Suspicion.	Self	Front Line	Zerberker
Matchless Shell	Cannot be Inspirited. The Ultimate Dark skill gets precedence over this. Same effect as Miraculous Scales.	Self	Front Line	Almi, Spenp
Blessed Body	When you get knocked out, other front line allies recover half of their max HP.	Front Line Allies	Front Line	Swosh, Grainpa
Blazing Fighting Spirit	When an ally who's also in the front line gets KO'ed, strength and spirit stats are increased by 50% for the ally that was KO'ed across ranks, even if two allies are KO'ed at the same time. Same effect as Shining Spirit and Courageous Spirit.	Self	Front Line	Komashura, Blazion
Soothing Rhythm	Makes it easier for all enemies to bolt. However, this skill does not work on Too Serious type Yo-kai. Cannot be used in boss battles.	All Enemies	-	D'wanna, Q'wit, N'more
Soft Skin	When you get hit with a critical, you get a defense boost for the next 5 turns.	Self	Front Line	Mochismo, Mmochi
Unpopularity	Just having a Yo-kai with this in your party will make it harder for you to befriend enemy Yo-kai after battles.	-	-	Casanono, Pookivil
Popularity	Just having a Yo-kai with this in your party will make it easier for you to befriend enemy Yo-kai after battles.	-	-	Dandoodle, Shmoople, Pinkipoo, Casanova, Cupidol
Bladed Body	When you receive damage from an enemy's attack, you deal back 10% of that damage to the enemy. However, it will not activate while you're charging a Soultimate Move.	One Enemy	Front Line	Cutte-nah-nah, Cutta-nah, Slacka-slash
Spirit Guard	Removes the elemental weakness while guarding.	Self	Front Line	Helmoran, Reuknight, Shogunyan, Ammoran
Snow Play	Your ice-elemental Techniques and Soultimate Moves do 1.2x damage. Can be stacked with the Ice Ring.	Self	Front Line	Duchoo, Blizzaria, Frostina
Greed	Increases the chance of an enemy dropping an item after battle.	-	-	Wamblon, Cynake
Summon	Increases the appearance rate of a Whisp in battle by 1.1x.	-	-	Pandanoko
Death Sphere	Halves the power of recovery-type Techniques and Soultimate Moves for both allies and enemies.	All	-	Nird
Optimism Power	Yo-kai next to you recover 2% of their max HP. This ability applies whether or not the Yo-kai is in the front or back row. When there is a Yo-kai with this skill on either side of you, the effect is doubled. Same effect as Prayer and Caring.	Adjacent Allies	-	Chippa
Pompadour	Yo-kai dodges all Headsmack, Headbutt, or Earthsplitter attacks. Old Zone negates this ability.	Self	Front Line	Baddinyan
Mine	You become the target of all good Inspirits activated by both enemies and allies. If there is another Yo-kai present who has the Mine skill, the effect is nullified. Cannot be used in boss battles. Has no effect on Soultimate Moves.	All	Front Line	Greesel
Linked Together	Stat boost for adjacent Yo-kai with same Skill.	All Allies	-	Sapphinjan, Emeranyan, Rubinyan, Topanyan, Diamyan

* For effect target, 'All' means it works on all enemies as well as allies.

* The Member Circle position determines whether or not this skill activates. For activation condition, '-' means you can be in either the front or rear line.

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Skills, Inventory, and Shops

Food

Food recovers HP and Soul Gauge, while also making it easier for you to befriend the Yo-kai you fight. Generally, items that restore a lot of HP or Soul Gauge also have large Affection Boosts. When you feed a Yo-kai its favorite type of food, the effects will be boosted. But even giving it a food it dislikes will still help you more than giving it nothing. Refer to the Yo-kai Medallium chapter to find out which foods certain Yo-kai like best.

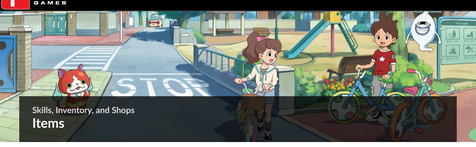


Hard-to-Find Food

You gradually become able to buy all food as you continue the story, but price-wise, Marbled Beef and Choice Tuna are very precious items. You have a small chance of earning Marbled Beef when defeating Toughants, and earning Choice Tuna when defeating Tunatics.

Icon	Name	Type	Explanation	Effect	Affection Boost	Buy Price	Sell Price
	Plum Rice Ball	Rice Ball	A rice ball with a pickled plum in it. It's kinda sour.	Restores 30 HP	Small	1.00	0.30
	Leaf Rice Ball	Rice Ball	A rice ball wrapped in a mustard leaf. It's an acquired taste.	Restores 40 HP	Small	1.40	0.42
	Roe Rice Ball	Rice Ball	A rice ball with some salmon roe in it. That's fish eggs!	Restores 80 HP	Medium	3.00	0.90
	Shrimp Rice Ball	Rice Ball	With choice rice and fresh tempura, this snack is art!	Restores 150 HP	Super Large	6.00	1.80
	Sandwich	Bread	An ordinary sandwich. Just ham and lettuce on white.	Restores 60 HP	Small	2.20	0.66
	Custard Bread	Bread	Everyone loves Custard Bread. It's bread full of custard!	Restores 30 HP	Medium	1.00	0.30
	Curry Bread	Bread	Rare Curry Bread. It has to be perfect or they won't sell it.	Restores 50 HP	Large	1.80	0.54
	Baguette	Bread	It's a bit hard to eat, but this is an authentic baguette.	Restores 100 HP	Large	3.80	1.14
	Blehgel	Bread	Banter Bakery's signature, this bagel decides the store's fate.	Restores 150 HP	Super Large	6.00	1.80
	10-Cent Gum	Candy	Gum that's so cheap, you just gotta buy it.	Restores 10 HP	Small	0.10	0.03
	Gooey Candy	Candy	The better you knead this odd candy, the better it tastes!	Restores 15 HP	Small	0.20	0.06
	Giant Cracker	Candy	A large cracker that tastes like shrimp. Pretty popular!	Restores 20 HP	Medium	0.30	0.09
	Fruit Drops	Candy	Full of colorful candy. These make some people sentimental.	Restores 35 HP	Large	1.20	0.36
	Shaved Ice	Candy	Shaved Ice is the best in the summer, condensed milk or not.	Restores 80 HP	Large	3.00	0.90
	Candy Apple	Candy	A food-stall standard, this apple is candy coated!	Restores 90 HP	Super Large	3.50	1.05
	Milk	Milk	Cold, bottled milk. Best after a dip in the hot springs!	Soul Meter restored by 20	Small	1.20	0.36
	Coffee Milk	Milk	Rich coffee, mellow milk, bit of sugar... This is the life.	Soul Meter restored by 30	Medium	2.00	0.60
	Fruit Milk	Milk	It's not exactly common, but Fruit Milk is good! Seriously!	Soul Meter restored by 40	Medium	2.80	0.84
	Amazing Milk	Milk	Delicious milk. You can't get fresher unless you own a cow.	Soul Meter restored by 130	Super Large	1500	450
	Y-Cola	Juice	Soda known by its catchphrase, "Y cool? Y-Cola."	Soul Meter restored by 20	Small	1.20	0.36
	Soul Tea	Juice	Ordinary tea. The brand says they use select tea leaves.	Soul Meter restored by 20	Small	1.20	0.36
	Spiritizer Y	Juice	A revitalizing drink.	Soul Meter restored by 20	Small	1.20	0.36
	VoltXtreme	Juice	Not all that well known...but it seems to do the job!	Soul Meter restored by 150	Super Large	-	6.00
	Hamburger	Hamburger	A well-done hamburger from a well-known local chain.	Restores 70 HP	Small	2.60	0.78
	Cheeseburger	Hamburger	A cheeseburger by a local chain. Really popular.	Restores 90 HP	Medium	3.40	1.02
	Double Burger	Hamburger	A double burger. Rumors say this chain will go national someday.	Restores 130 HP	Large	5.00	1.50
	Nom Burger	Hamburger	The chain gives its name to this beast of a burger.	Restores 200 HP	Super Large	8.80	2.64
	Ramen Cup	Ramen	There's not much to it—it's just basically instant ramen.	Restores 50 HP	Small	1.80	0.54
	Pork Ramen	Ramen	Delicious pork broth with thin noodles. Seconds, please!	Restores 110 HP	Medium	4.20	1.26
	Deluxe Ramen	Ramen	Fancy ramen with rich broth, egg, and tons of pork.	Restores 160 HP	Large	6.50	1.95
	Everything Ramen	Ramen	When they say everything, they mean EVERYTHING. Crazy!	Restores 230 HP	Super Large	12.00	3.60
	Pot Stickers	Chinese Food	Delicious Pot Stickers packed with filling.	Restores 50 HP	Small	1.80	0.54
	Liver & Chives	Chinese Food	Thick, juicy liver. What, you don't like liver? Try it!	Restores 70 HP	Medium	2.60	0.78
	Crab Omelet	Chinese Food	Egg, a delicious sauce, and real crab meat. What a combo.	Restores 100 HP	Large	3.80	1.14
	Chili Shrimp	Chinese Food	It's kind of pricy, but you get a lot of big, tasty shrimp!	Restores 140 HP	Super Large	5.50	1.65
	Carrot	Vegetables	It's only orange because it's healthy. Just eat it!	Restores 30 HP	Small	1.00	0.30
	Cucumber	Vegetables	A fresh, watery cucumber. Tastes even better when cold.	Restores 30 HP	Medium	1.00	0.30
	Bamboo Shoot	Vegetables	A freshly picked bamboo shoot. You can still smell the soil.	Restores 130 HP	Large	5.00	1.50
	Matsutake	Vegetables	A smelly, high-grade mushroom. Often packed in snazzy boxes.	Restores 400 HP	Super Large	80.00	24.00
	Chicken Thigh	Meat	A fresh and tasty chicken thigh. It's very healthy! Eat it!	Restores 50 HP	Small	1.80	0.54
	Slab Bacon	Meat	If you want a hunk of fatty-pork goodness, try this.	Restores 90 HP	Medium	3.40	1.02
	Beef Tongue	Meat	The texture is a bit weird, but cow tongue is tasty.	Restores 140 HP	Large	5.50	1.65
	Marbled Beef	Meat	High-grade Marbled Beef that simply melts in your mouth.	Restores 900 HP	Super Large	180.00	54.00
	Dried Mackerel	Seafood	Dried mackerel with just the right amount of salt.	Restores 40 HP	Small	1.40	0.42
	Yellowtail	Seafood	A thick slice of yellowtail. They caught it this morning!	Restores 70 HP	Medium	26.0	0.78
	Fresh Urchin	Seafood	A fresh sea urchin. The orange meat is hidden by the spines.	Restores 240 HP	Large	13.00	3.90
	Choice Tuna	Seafood	Exceptional tuna. Some rich folks say they love the texture.	Restores 750 HP	Super Large	150.00	45.00

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Items

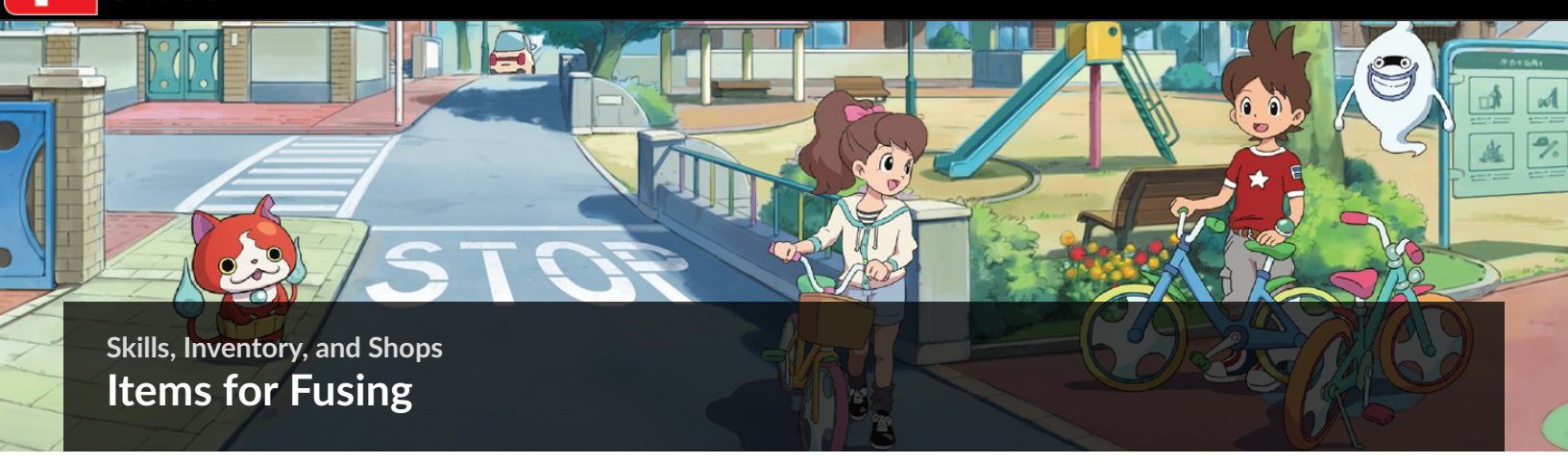
There are numerous items that assist in your adventures. Many items power up Yo-kai, some can be sold for a lot of money, while coins can be used in the Crank-a-kai machine three times a day to receive prizes. Many of these items can be found in treasure chests.

Wisps, which become available in chapter 3, have a chance of dropping most items in the game. Once a player acquires an item, Wisps may drop that item. They may also be found in chests and Terror Time.



Icon	Name	Explanation	Effect	Buy Price	Sell Price
	Small Exporb	Three days of training in one touch of this orb.	+50 EXP	30.00	9.00
	Medium Exporb	Those who touch this orb get the demeanor of a master.	+500 EXP	150.00	30.00
	Large Exporb	This orb bestows three lives' worth of EXP at a single touch.	+2000 EXP	540.00	81.00
	Mega Exporb	Some say you can get a science award just for touching this.	+8000 EXP	-	105.00
	Holy Exporb	A tiny lizard touched this orb. That tiny lizard is a dinosaur now.	+20000 EXP	-	140.00
	Staminum	This drink lets humans run without getting tired at all!	Keeps stamina from draining. Effect Time: 30 seconds.	12.00	3.60
	Staminum Alpha	Staminum Alpha lasts longer than regular ol' Staminum.	Keeps stamina from draining. Effect Time: 1 minute.	30.00	9.00
	Hidden Hits	A book of combat secrets. You'll be an attack master!	Increases Attack skill.	200.00	40.00
	Top Techniques	Give your techniques a boost with this instructional book.	Increases Technique level.	200.00	40.00
	Soul Secrets	A book on the secrets of Soultimate Moves.	Increases Soultimate level.	200.00	40.00
	A Serious Life	A book about giving life your all. Good for a lazy Yo-kai.	Makes a Yo-kai Loaf less.	250.00	50.00
	Think Karate	A book on the karate mind-set. Change a Yo-kai's Attitude.	Makes a Yo-kai Grouchy.	9.80	2.94
	Use Karate	A book on advanced karate. It makes you focus on attacking.	Makes a Yo-kai Rough.	50.00	15.00
	Skill Compendium	An illustrated collection of Yo-kai Skills. Fascinating!	Makes a Yo-kai Logical.	9.80	2.94
	Skill Encycloped	A book containing EVERY single Yo-kai Skill ever!A must-have!	Makes a Yo-kai Brainy.	50.00	15.00
	Get Guarding	A book on the importance of defense, with handy images.	Makes a Yo-kai Careful.	9.80	2.94
	Guard Gloriously	This book proves the greatness of defense. Who needs offense?	Makes a Yo-kai Calm.	50.00	15.00
	Li'l Angel Heals	A book about an angel healing people. Gives you a kind heart.	Makes a Yo-kai Gentle.	9.80	2.94
	Bye, Li'l Angel	The last book in the "Li'l Angel" series. So heartwarming!	Makes a Yo-kai Tender.	50.00	15.00
	The Pest's Quest	A novel about a boy becoming a total pest.	Makes a Yo-kai Twisted.	9.80	2.94
	The Perfect Pest	The final novel about the boy who became a legendary pest.	Makes a Yo-kai Cruel.	50.00	15.00
	Support Life #7	July's issue of the #1 magazine for those who live to serve.	Makes a Yo-kai Helpful.	9.80	2.94
	Support Special	A digest containing the year's best articles.	Makes a Yo-kai Devoted.	50.00	15.00
	Strength Talisman	A curious charm sold at the shrine that boosts Strength.	Temporarily boosts Strength.	10.00	3.00
	Spirit Talisman	A curious charm sold at the shrine that boosts Spirit.	Temporarily boosts Spirit.	10.00	3.00
	Defense Talisman	A curious charm sold at the shrine that boosts Defense.	Temporarily boosts Defense.	10.00	3.00
	Speed Talisman	A curious charm sold at the shrine that boosts Speed.	Temporarily boosts Speed.	10.00	3.00
	Nasty Medicine	It's nasty, but it'll revive an unconscious Yo-kai.	Revives a Yo-kai with 1/4 HP.	30.00	9.00
	Bitter Medicine	This bitter herbal mix will jolt a Yo-kai to its feet.	Revives a Yo-kai with 1/2 HP.	60.00	18.00
	Mighty Medicine	This secret herbal blend will instantly revive Yo-kai.	Revives a Yo-kai with full HP.	120.00	36.00
	Getaway Plush	Nobody can look away from this odd doll. It's a fine distraction.	Allows you to flee.	5.00	1.50
	Bronze Doll	A bronze doll. It sells for a decent amount of cash.	Can be sold for a lot.	-	20.00
	Silver Doll	A cool silver doll. This can be sold for quite a bit.	Can be sold for a lot.	-	200.00
	Golden Doll	A pure-gold doll that sells for a whole lot of cash.	Can be sold for a lot.	-	600.00
	Fish Bait	Bait made by Mr. Fischer. This makes it easier to fish.	Boosts fishing success rate.	1.00	0.30
	Black Syrup	Bugs love this stuff. It'll make bugs easier to catch.	Boosts bug-catching success rate.	1.00	0.30
	Red Coin	A bold coin. Use it in the Crank-a-kai!	A Crank-a-kai coin.	-	0.30
	Yellow Coin	A mysterious coin. Use it in the Crank-a-kai.	A Crank-a-kai coin.	-	0.30
	Orange Coin	A hefty coin. Use it in the Crank-a-kai.	A Crank-a-kai coin.	-	0.30
	Pink Coin	A lovely coin. Use it in the Crank-a-kai.	A Crank-a-kai coin.	-	0.30
	Green Coin	A warm coin. Use it in the Crank-a-kai.	A Crank-a-kai coin.	-	0.30
	Blue Coin	An unpleasant coin. Use it in the Crank-a-kai.	A Crank-a-kai coin.	-	0.30
	Purple Coin	An eerie coin. Use it in the Crank-a-kai.	A Crank-a-kai coin.	-	0.30
	Light Blue Coin	A slippery coin. Use it in the Crank-a-kai.	A Crank-a-kai coin.	-	0.30
	Sapphire Coin	A special sapphire coin for the Crank-a-kai.	A Crank-a-kai coin.	-	0.30
	Emerald Coin	A special emerald coin for the Crank-a-kai.	A Crank-a-kai coin.	-	0.30
	Ruby Coin	A special ruby coin for the Crank-a-kai.	A Crank-a-kai coin.	-	0.30
	Topaz Coin	A special topaz coin for the Crank-a-kai.	A Crank-a-kai coin.	-	0.30
	Diamond Coin	A special diamond coin for the Crank-a-kai.	A Crank-a-kai coin.	-	0.30
	Excitement Coin	An exciting coin just for the Crank-a-kai.	A Crank-a-kai coin.	-	0.30
	Five-Star Coin	A special five-star coin for the Crank-a-kai.	A Crank-a-kai coin.	-	0.30
	Special Coin	A special coin for the Crank-a-kai.	A Crank-a-kai coin.	-	0.30
	Dancing Star	A sparkling star. Rumor has it someone is gathering these.	Exchange for a victory pose at the Springdale Community Center.	-	0.30

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Skills, Inventory, and Shops

Items for Fusing

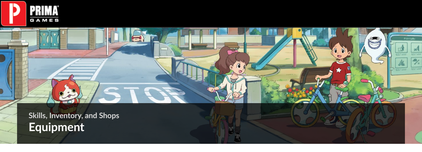
The items on this page can all be used as fusion ingredients to create new Yo-kai and items. Visit Mr. Zen at Shoten Temple. Here you can select two ingredients, which are fused together to give a result. As Recipes are found, they are given here by pressing the given button. The following table lists the Yo-kai/Item that is created, buy/sell prices, and the major ways in which they are acquired.



Icon	Name	Explanation	Yo-kai/Items Earned through Fusion	Buy Price	Sell Price	Major Acquisition Method
	Legendary Blade	This sword was forged by a master to mete out justice.	Sheen	-	30.00	Jungle Hunter exchange
	Cursed Blade	A cursed sword that draws its owner towards a tragic future.	Snee	-	30.00	Jungle Hunter exchange Precious Illusion Quest
	Holy Blade	Said to house holy power, this sword's over 10,000 years old!	Gleam	-	30.00	Found in Whisp while fighting Orcanos
	General's Soul	The spirit of a legendary general. Linked to a particular Yo-kai.	Beetall	-	30.00	Jungle Hunter exchange
	Love Buster	This wackily strong weapon can only be used by popular folks.	Casanuva	-	30.00	Dropped by Casanuva
	GHz Orb	A ball encasing electric waves. A zap could fry you!	Signiton	-	30.00	Dropped by Signiton
	Unbeatable Soul	The spirit of a great warrior. Related to a horned Yo-kai.	Rhinormous	-	30.00	Jungle Hunter exchange
	Platinum Bar	A bar of pure platinum. It's heavy!	Castelius Max	-	30.00	Dropped by Castelius Max
	Love Scepter	It's a scepter for a nobleman of love. NOT just a stick.	Pinkipoo	-	30.00	Dropped by Pinkipoo
	Glacial Clip	A hair clip made of unmelting ice. It houses a lot of power.	Blizzaria	-	-	Request 104 rewardTerror Time Chest
	Buff Weight	Training with this hefty dumbbell will buff you up!	Payn	-	30.00	Dropped by Payn
	Shard of Evil	A dangerous shard that awakens the evil in a timid devil.	Beelzebold	-	-	Request 106 rewardTerror Time Chest
	Snowstorm Cloak	A silvery-white cape for the king of a snowy mountain.	Chillhuahua	-	30.00	Request 102 rewardTerror Time Chest
	Ageless Powder	A facial powder made of human souls. It'll make you younger.	Everfore	-	30.00	Request 105 rewardTerror Time Chest
	Drop of Joy	A lovely, glowing drop used to grow the flower of happiness.	Bloominoko	-	60.00	Dropped by Noko
	Dragon Orb	An orb of unbelievable beauty and full of dragon energy.	Dragon Lord	-	-	Request 103 rewardTerror Time Chest
	Holy Water	Holy water that can make anything squeaky clean.	Ancient Scale	-	30.00	Request 98 rewardDropped by Drizzle
	Dingy Scale	It's too dirty to tell what it really is. Maybe a dragon's scale?	Ancient Scale	-	3.00	Request 110 RewardDropped by Azure Dragon
	Venoct Aura	A small bottle that holds Venoct's aura. Shiny!	Venoct Gauntlet	-	3.00	Request 100 RewardTerror Time Chest
	Tattered Gauntlet	A beat-up gauntlet. It once housed the power of a dragon.	Venoct Gauntlet	-	3.00	Request 93 rewardTerror Time Chest
	Cracked Crystal	A holy monk's crystal ball. Now shattered and powerless.	Crystal Ball	-	3.00	Request 86 RewardDropped by Azure Dragon
	Crystal Shard	Finding all the crystal ball pieces may restore its power.	Crystal Ball	-	3.00	Request 73 rewardDropped by Statiking
	Clenzall	A rare detergent that can clean clothes with one drop.	Heavenly Sash	-	3.00	Request 52 rewardDropped by Walldin
	Yellowed Sash	A sash that has yellowed with age. It has a strange power.	Heavenly Sash	-	3.00	Request 71 rewardDropped by Grumples
	Plain Ring	Just an ordinary ring. If you were to put a jewel in it, though...	Rings	100.00	20.00	Purchase at the Whatta Find shop / Reward from Request 18 / Chest
	Blank Charm	A charm. Doesn't do much until you put something into it.	Charms	100.00	20.00	Purchase at the Whatta Find shop / Reward from Request 18 / Chest
	Ruby	A beautiful jewel that shines red with the power of Fire.	Fire RingBlaze Charm	-	30.00	Request 77 rewardDropped by Blazion / Chest
	Aquamarine	A beautiful jewel that shines blue with the power of Water.	Water RingFlood Charm	-	30.00	Request 74 rewardDropped by Chippa
	Topaz	A beautiful yellow jewel with the power of Lightning.	Lightning RingBolt Charm	-	30.00	Request 88 rewardDropped by Fishpicable
	Tourmaline	A beautiful deep-brown jewel with the power of Earth.	Earth RingQuake Charm	-	30.00	Request 60 rewardDropped by Tattletell
	Opal	A beautiful jewel that shines white with the power of Ice.	Ice RingFrost Charm	-	30.00	Request 67 rewardDropped by Slacka-slash
	Emerald	A beautiful jewel that shines green with the power of Wind.	Wind RingStorm Charm	-	30.00	Request 69 rewardDropped by Rhyth

* The Request numbers listed here correspond with the Requests, which can be found in our Quests chapter.

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Skills, Inventory, and Shops

Equipment

The following equipment can be extremely helpful in battle. A Yo-kai can only have one piece equipped, so be sure to check their characteristics and choose wisely.



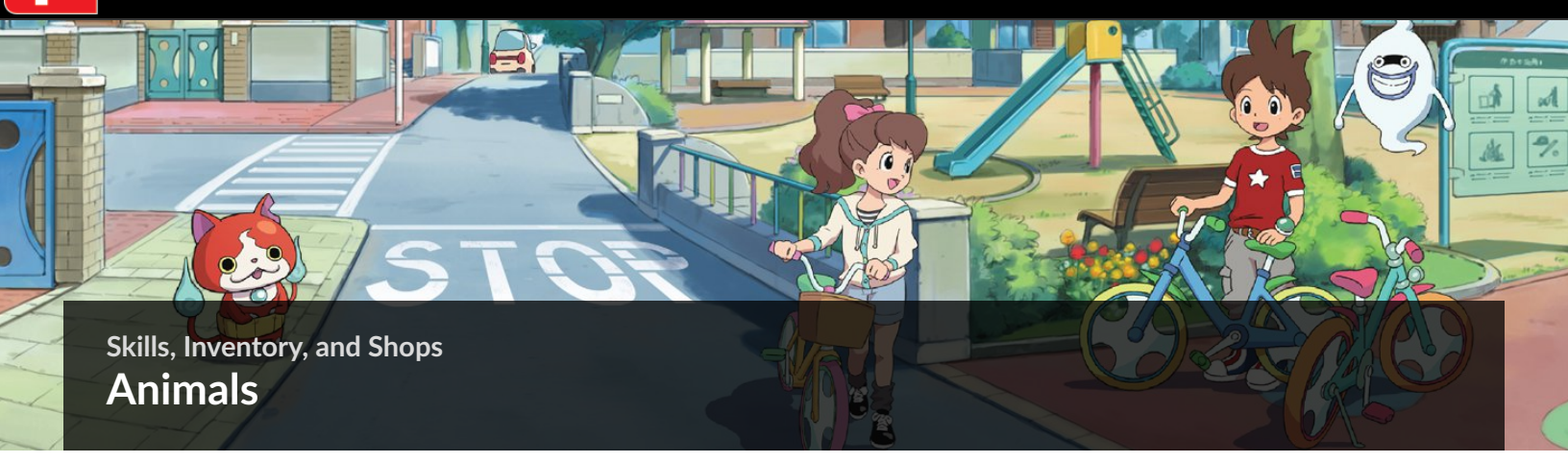
Hard-to-Acquire Equipment

It's surprisingly hard to acquire more than two items that can only be used by a certain Yo-kai. Be sure to check the reward lists for other side missions, such as Wanted Events and Yo-kai Lens events.

Icon	Name	Effect	Buy Price	Sell Price	Major Acquisition Method
	Worn Bangle	Strength +10, Speed –5	50.00	10.00	Purchase at the Whatta Find shopRequest 11 reward
	Rocker Wrist	Strength +18, Speed –10	160.00	32.00	Purchase at the Whatta Find shopRequest 78 reward
	Brute Bracer	Strength +25, Speed –15	380.00	76.00	Purchase at the Whatta Find shopRequest 72 reward
	Sun Bracelet	Strength +35, Speed –20	-	114.00	Chest / Terror Time Chest / Dropped by Siro
	Fiend Band	Strength +50, Speed –50	-	160.00	Terror Time Chest / Dropped by Zerberker
	Rusty Ring	Spirit +10, Defense –5	50.00	10.00	Purchase at the Whatta Find shopDropped by Tattletell
	Pretty Ring	Spirit +18, Defense –10	160.00	32.00	Purchase at the Whatta Find shopRequest 70 reward
	Illusion Ring	Spirit +25, Defense –15	380.00	76.00	Purchase at the Whatta Find shopRequest 42 reward
	Lunar Ring	Spirit +35, Defense –20	-	114.00	Terror Time Chest / Request 87 reward
	Fiend Ring	Spirit +50, Defense –50	-	160.00	Terror Time Chest / Dropped by the boss Yo-kai Ogralus
	Fire Ring	Boosts Fire Power.Lowers Fire Defense.	-	50.00	Dropped by Komane Dropped by Swelterrier
	Water Ring	Boosts Water Power.Lowers Water Defense.	-	50.00	Request 63 rewardDropped by Illoo Created by Fusion
	Lightning Ring	Boosts Lightning Power.Lowers Lightning Defense.	-	50.00	Request 68 rewardDropped by Rattleg Created by Fusion
	Earth Ring	Boosts Earth Power.Lowers Earth Defense.	-	50.00	Request 103 rewardDropped by Quaken Created by Fusion
	Ice Ring	Boosts Ice Power.Lowers Ice Defense.	-	50.00	Request 104 rewardDropped by Frostina Created by Fusion
	Wind Ring	Boosts Wind Power.Lowers Wind Defense.	-	50.00	Request 105 rewardDropped by Hidabat Created by Fusion
	Aged Charm	Defense +10, Spirit –5	50.00	10.00	Purchase at the Whatta Find shopRequest 25 reward
	Runic Charm	Defense +18, Spirit –10	160.00	32.00	Purchase at the Whatta Find shopRequest 32 reward
	Armor Charm	Defense +25, Spirit –15	380.00	76.00	Purchase at the Whatta Find shopRequest 79 reward
	Galaxy Charm	Defense +35, Spirit –20	-	114.00	Request 95 rewardDropped by Papa Bolt
	Fiend Charm	Defense +50, Spirit –50	-	160.00	Terror Time Chest
	Blaze Charm	Boosts Fire Defense.Slightly lowers Defense.	-	50.00	Request 106 rewardDropped by Komasan Created by Fusion
	Flood Charm	Boosts Water Defense.Slightly lowers Defense.	-	50.00	Request 65 rewardDropped by Fidgephant Created by Fusion
	Bolt Charm	Boosts Lightning Defense.Slightly lowers Defense.	-	50.00	Request 81 rewardDropped by Signbike Created by Fusion
	Quake Charm	Boosts Earth Defense.Slightly lowers Defense.	-	50.00	Dropped by Darumacho / Chest Created by Fusion
	Frost Charm	Boosts Ice Defense.Slightly lowers Defense.	-	50.00	Request 102 rewardDropped by Duchoo Created by Fusion
	Storm Charm	Boosts Wind Defense.Slightly lowers Defense.	-	50.00	Dropped by Blandon / Chest Created by Fusion
	Simple Badge	Speed +10, Strength –5	50.00	10.00	Purchase at the Whatta Find shopRequest 19 reward
	Shiny Badge	Speed +18, Strength –10	160.00	32.00	Purchase at the Whatta Find shopRequest 29 reward
	Hermes Badge	Speed +25, Strength –15	380.00	76.00	Purchase at the Whatta Find shopRequest 43 reward
	Meteor Badge	Speed +35, Strength –20	-	114.00	Request 94 rewardDropped by Rollen
	Fiend Badge	Speed +50, Strength –50	-	160.00	Terror Time Chest / Dropped by Insomni
	Cicada Sword	Strength +30, Speed +20Only for cicada Yo-kai.	-	30.00	Request 97 rewardDropped by Cadable
	Beefy Bell	Strength +30Only for cat Yo-kai.	-	35.00	Request 111 rewardJungle Hunter exchange
	Spell Bell	Spirit +50Only for cat Yo-kai.	-	35.00	Request 10 rewardJungle Hunter exchange
	Tough Bell	Defense +50Only for cat Yo-kai.	-	35.00	Request 96 rewardJungle Hunter exchange
	Speed Bell	Speed +30Only for cat Yo-kai.	-	35.00	Request 59 rewardJungle Hunter exchange
	Big Bottle	Boosts Water power by 1.2x.Lowers Water Defense.Only for kappa Yo-kai.	-	40.00	Request 51 rewardDropped by Appak
	Tengu Fan	Spirit +100, Speed +100Only for tengu Yo-kai.	-	65.00	Request 109 rewardDropped by Flengu
	Cheery Coat	Speed +50Only for Wiglin, Steppa, and Rhyth.	-	30.00	Request 14 rewardJungle Hunter exchange
	Nail Bat	Strength +50, Speed –50Only for Badude and Bruff.	-	30.00	Request 46 rewardDropped by Badude
	Reversword	Strength +30, Speed +30Only for D- and E-Rank Yo-kai.	-	25.00	Request 92 rewardJungle Hunter exchange
	Turnabeads	Spirit +30, Speed +30Only for D- and E-Rank Yo-kai.	-	25.00	Request 90 rewardJungle Hunter exchange
	Reflector	Defense +30, Speed +30 Only for D- and E-Rank Yo-kai.	-	25.00	Request 91 rewardJungle Hunter exchange
	Ritzy Studs	Boosts money earned.	-	180.00	Request 80 rewardDropped by Aimi
	Sleep 'n' Study	Increased EXP intake.Yo-kai Loafs more.	900.00	160.00	Purchase at the Whatta Find shopRequest 66 reward
	Die of Fate	Increases critical chance.Bad luck vs. crit. attacks.	-	120.00	Request 85 rewardDropped by Chansin
	Iron Plates	Critical-attack immunity.Lowers Speed.	-	80.00	Request 61 rewardDropped by Goruma
	Thick Specs	Attacks always hit.Lowers Strength.	-	96.00	Request 76 rewardDropped by Kapunki
	Ancient Scale	Prevents enemy Inspirits.Lowers Defense.	-	80.00	Chest / Wanted Event Created by Fusion
	Venoct Gauntlet	Soul Meter fills up faster.Yo-kai Loafs around more.	-	158.00	Wanted EventYo-kai Lens Reward Created by Fusion
	Heavenly Sash	Gradually recovers HP.	-	130.00	Chest / Wanted Event Created by Fusion
	Ski Mask	Targeted less by enemies.	-	70.00	Request 54 rewardDropped by Nul
	Sticker of Hate	Draws enemy attacks.Lowers Defense.	550.00	92.00	Purchase at the Whatta Find shopRequest 75 reward
	Vampiric Fangs	Absorb HP from attacks.	-	105.00	Request 108 rewardDropped by Adobabat
	Crystal Ball	Good Inspirits last longer.	-	118.00	Wanted Event Created by Fusion
	Sleepillow	Gradually recovers HP.Yo-kai Loafs around more.	700.00	140.00	Purchase at the Whatta Find shopRequest 107 reward
	Restraint Belt	Massively lowers all stats.	-	25.00	Request 89 rewardJungle Hunter exchange
	Guard Gem	Forces Yo-kai to guard.	-	88.00	Chest / Dropped by Walldin
	Monkey Circlet	Won't let Yo-kai evolve.	-	37.00	Request 99 rewardDropped by Sushiyama

* The Request numbers listed here correspond with the Requests, which can be found in our Quests chapter.

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Skills, Inventory, and Shops

Animals

In order to acquire these, first find them with your Watch Map and then capture them. We've listed the areas and times when they are most likely to appear, so don't give up!



Icon	Name	Type	Location	Easiness to Find	Buy Price	Sell Price	Rare Sell Price
	Green Cicada	Bug	In the trees around business districts and residential areas. It's one of the bugs that appears the most, whether it's day or night.	★★★	-	0.54	1.08
	Brown Cicada	Bug	In the trees around arcades, residential areas, and Wildwood Way. It's one of the bugs that appears the most, whether it's day or night.	★★★	-	1.05	2.10
	Evening Cicada	Bug	In the trees of Blossom Heights and Breezy Hills. Can be found during the day.	★★	-	1.56	3.12
	Rhino Beetle	Bug	Found rarely in the trees of Mt. Wildwood and trees elsewhere. Easier to find at night.	★	-	15.00	30.00
	Dorcus Stag	Bug	Found rarely in the trees of Mt. Wildwood, in spots where there is a lot of greenery. Can be found at night.	★	-	24.00	48.00
	Sawtooth Stag	Bug	Found rarely in the trees of Mt. Wildwood and trees elsewhere. Easier to find at night.	★	-	5.40	10.80
	Grasshopper	Bug	Found wherever there are bushes.	★★★	-	0.75	1.50
	Praying Mantis	Bug	Found sometimes wherever there are bushes.	★★	-	1.83	3.66
	Locust	Bug	Found wherever there are bushes.	★★★	-	2.22	4.44
	Firefly	Bug	Flies around rivers and lakes. Can be found at night.	★★★	-	7.80	15.60
	Swallowtail	Bug	Found sometimes in the trees around town. Easier to find during the day.	★★	-	1.41	2.82
	Long-Horn	Bug	Found in various trees.	★★★	-	1.68	3.36
	Flower Scarab	Bug	Found sometimes wherever there are bushes.	★★	-	0.96	1.92
	Ladybug	Bug	Found sometimes in any kind of bush.	★★	-	0.60	1.20
	Turtle	Fish	A lake turtle, can only be found on Mt. Wildwood. Can be fished after acquiring the Fishing Rod in Chapter 5.	★★★	-	0.90	1.80
	Black Bass	Fish	A lake fish. Can be fished after acquiring the Fishing Rod in Chapter 5.	★★	-	1.95	3.90
	Giant Huchen	Fish	A lake fish. Can be fished rarely after acquiring the Fishing Rod in Chapter 5.	★	-	10.50	21.00
	Carp	Fish	A river fish. Can be fished after acquiring the Fishing Rod in Chapter 5.	★★★	-	0.60	1.20
	Sweetfish	Fish	A river fish. Can be fished after acquiring the Fishing Rod in Chapter 5. Can also be bought.	★★	13.00	3.90	7.80
	Snakehead	Fish	A river fish. Can be fished rarely after acquiring the Fishing Rod in Chapter 5.	★	-	4.80	9.60
	Mackerel	Fish	Can be fished during the day at Rolling Waves Park Beach after acquiring the Fishing Rod in Chapter 5. Can also be bought.	★★★	2.50	0.75	1.50
	Red Snapper	Fish	Can be fished during the day at Rolling Waves Park Beach after acquiring the Fishing Rod in Chapter 5. Can also be bought.	★★	28.00	8.40	16.80
	Cowfish	Fish	Can be fished during the day at Rolling Waves Park Beach after acquiring the Fishing Rod in Chapter 5. Can also be bought.	★★	-	9.90	19.80
	Marlin	Fish	Can be fished rarely during the day at Rolling Waves Park Beach after acquiring the Fishing Rod in Chapter 5.	★	-	30.00	60.00
	Jellyfish	Fish	Can be fished at night at Rolling Waves Park Beach after acquiring the Fishing Rod in Chapter 5.	★★★	-	2.40	4.80
	Firefly Squid	Fish	Can be fished at night at Rolling Waves Park Beach after acquiring the Fishing Rod in Chapter 5.	★★	-	2.16	4.32
	Anglerfish	Fish	Can be fished rarely during the night at Rolling Waves Park Beach after acquiring the Fishing Rod in Chapter 5.	★	-	21.00	42.00
	Catfish	Fish	Found in rivers and lakes. Can be fished after acquiring the Fishing Rod in Chapter 5.	★★★	-	1.50	3.00
	Rockfish	Fish	Can be fished during the day at Rolling Waves Park Beach after acquiring the Fishing Rod in Chapter 5.	★★	4.00	1.20	2.40
	Beakfish	Fish	Can be fished rarely during the day at Rolling Waves Park Beach after acquiring the Fishing Rod in Chapter 5.	★	-	13.80	27.60

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Pizza Tower

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Pizza Tower is a platform game developed by Tour De Pizza. It was released on January 26, 2023 for Microsoft Windows, Xbox One, Xbox Series X/S, PlayStation 4, PlayStation 5, Nintendo Switch, macOS, Linux, and Android.

Gameplay



Pizza Tower is a platform game where the player controls Peppino Spaghetti, who is trying to escape the Pizza Tower after it has been activated by the Pizza Face. The player must collect pizza toppings and defeat enemies to increase their score and unlock new levels. The player can also use various power-ups and abilities to help them navigate the tower.



Controls

Action	Key
Move	Arrow keys
Jump	Z
Attack	X
Taunt	C

Levels

Intro to Spaghetti

Intro to Spaghetti Room 1



Intro to Spaghetti Room 2



Intro to Spaghetti Room 3



Intro to Spaghetti Room 4



Intro to Spaghetti Room 5



Intro to Spaghetti Room 6

Intro to Spaghetti Room 7



Intro to Spaghetti Room 8



Intro to Spaghetti Room 9



Intro to Spaghetti Room 10



Intro to Spaghetti Room 11



Intro to Spaghetti Room 12



Intro to Spaghetti Room 13



Intro to Spaghetti Room 14



Intro to Spaghetti Room 15



Intro to Spaghetti Room 16



Intro to Spaghetti Room 17



Intro to Spaghetti Room 18



Intro to Spaghetti Room 19

Intro to Spaghetti Room 20



Intro to Spaghetti Room 21



Intro to Spaghetti Room 22



Intro to Spaghetti Room 23

Intro to Spaghetti Room 24



Intro to Spaghetti Room 25



Intro to Spaghetti Room 26



Intro to Spaghetti Room 27



Intro to Spaghetti Room 28



Intro to Spaghetti Room 29



Intro to Spaghetti Room 30



Intro to Spaghetti Room 31



Intro to Spaghetti Room 32



Intro to Spaghetti Room 33



Intro to Spaghetti Room 34



Intro to Spaghetti Room 35



Intro to Spaghetti Room 36



Intro to Spaghetti Room 37

Ancient Cheese

Ancient Cheese Room 1



Ancient Cheese Room 2

Ancient Cheese Room 3

Ancient Cheese Room 4

Ancient Cheese Room 5

Ancient Cheese Room 6

Ancient Cheese Room 7

Ancient Cheese Room 8

Ancient Cheese Room 9

Ancient Cheese Room 10

Ancient Cheese Room 11

Ancient Cheese Room 12

Ancient Cheese Room 13

Ancient Cheese Room 14

Ancient Cheese Room 15

Ancient Cheese Room 16

Ancient Cheese Room 17

Ancient Cheese Room 18

Ancient Cheese Room 19

Ancient Cheese Room 20

Ancient Cheese Room 21

Ancient Cheese Room 22

Ancient Cheese Room 23

Ancient Cheese Room 24

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Ancient Cheese Room 26

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Ancient Cheese Room 28

Ancient Cheese Room 29

Ancient Cheese Room 30

Ancient Cheese Room 31

Ancient Cheese Room 32

Ancient Cheese Room 33

Ancient Cheese Room 34

Ancient Cheese Room 35

Ancient Cheese Room 36

Ancient Cheese Room 37

Oregano Desert

Oregano Desert Room 1

Oregano Desert Room 2

Oregano Desert Room 3

Oregano Desert Room 4

Oregano Desert Room 5

Oregano Desert Room 6

Oregano Desert Room 7

Oregano Desert Room 8

Oregano Desert Room 9

Oregano Desert Room 10

Oregano Desert Room 11

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Oregano Desert Room 32

Oregano Desert Room 33

Oregano Desert Room 34

Oregano Desert Room 35

Oregano Desert Room 36

Oregano Desert Room 37

Tomato Sky

Tomato Sky Room 1

Tomato Sky Room 2

Tomato Sky Room 3

Tomato Sky Room 4

Tomato Sky Room 5

Tomato Sky Room 6

Tomato Sky Room 7

Tomato Sky Room 8

Tomato Sky Room 9

Tomato Sky Room 10

Tomato Sky Room 11

Tomato Sky Room 12

Tomato Sky Room 13

Tomato Sky Room 14

Tomato Sky Room 15

Tomato Sky Room 16

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Tomato Sky Room 34

Tomato Sky Room 35

Tomato Sky Room 36

Tomato Sky Room 37

Wasteyard

Wasteyard Room 1

Wasteyard Room 2

Wasteyard Room 3

Wasteyard Room 4

Wasteyard Room 5

Wasteyard Room 6

Wasteyard Room 7

Wasteyard Room 8

Wasteyard Room 9

Wasteyard Room 10

Wasteyard Room 11

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Wasteyard Room 35

Wasteyard Room 36

Wasteyard Room 37

Ruin Ruin

Ruin Ruin Room 1

Ruin Ruin Room 2

Ruin Ruin Room 3

Ruin Ruin Room 4

Ruin Ruin Room 5

Ruin Ruin Room 6

Ruin Ruin Room 7

Ruin Ruin Room 8

Ruin Ruin Room 9

Ruin Ruin Room 10

Ruin Ruin Room 11

Ruin Ruin Room 12

Ruin Ruin Room 13

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Ruin Ruin Room 32

Ruin Ruin Room 33

Ruin Ruin Room 34

Ruin Ruin Room 35

Ruin Ruin Room 36

Ruin Ruin Room 37

Dungeon Pizza

Dungeon Pizza Room 1

Dungeon Pizza Room 2

Dungeon Pizza Room 3

Dungeon Pizza Room 4

Dungeon Pizza Room 5

Dungeon Pizza Room 6

Dungeon Pizza Room 7

Dungeon Pizza Room 8

Dungeon Pizza Room 9

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Dungeon Pizza Room 11

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Dungeon Pizza Room 31

Dungeon Pizza Room 32

Dungeon Pizza Room 33

Dungeon Pizza Room 34

Dungeon Pizza Room 35

Dungeon Pizza Room 36

Dungeon Pizza Room 37

Pizza Face

Pizza Face Room 1

Pizza Face Room 2

Pizza Face Room 3

Pizza Face Room 4

Pizza Face Room 5

Pizza Face Room 6

Pizza Face Room 7

Pizza Face Room 8

Pizza Face Room 9

Pizza Face Room 10

Pizza Face Room 11

Pizza Face Room 12

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Pizza Face Room 30

Pizza Face Room 31

Pizza Face Room 32

Pizza Face Room 33

Pizza Face Room 34

Pizza Face Room 35

Pizza Face Room 36

Pizza Face Room 37

Schmeat Tea Party

Schmeat Tea Party Room 1

Schmeat Tea Party Room 2

Schmeat Tea Party Room 3

Schmeat Tea Party Room 4

Schmeat Tea Party Room 5

Schmeat Tea Party Room 6

Schmeat Tea Party Room 7

Schmeat Tea Party Room 8

Schmeat Tea Party Room 9

Schmeat Tea Party Room 10

Schmeat Tea Party Room 11

Schmeat Tea Party Room 12

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Schmeat Tea Party Room 14

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Schmeat Tea Party Room 33

Schmeat Tea Party Room 34

Schmeat Tea Party Room 35

Schmeat Tea Party Room 36

Schmeat Tea Party Room 37

Pizza Tea

Pizza Tea Room 1

Pizza Tea Room 2

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Pizza Tea Room 29

Pizza Tea Room 30

Pizza Tea Room 31

Pizza Tea Room 32

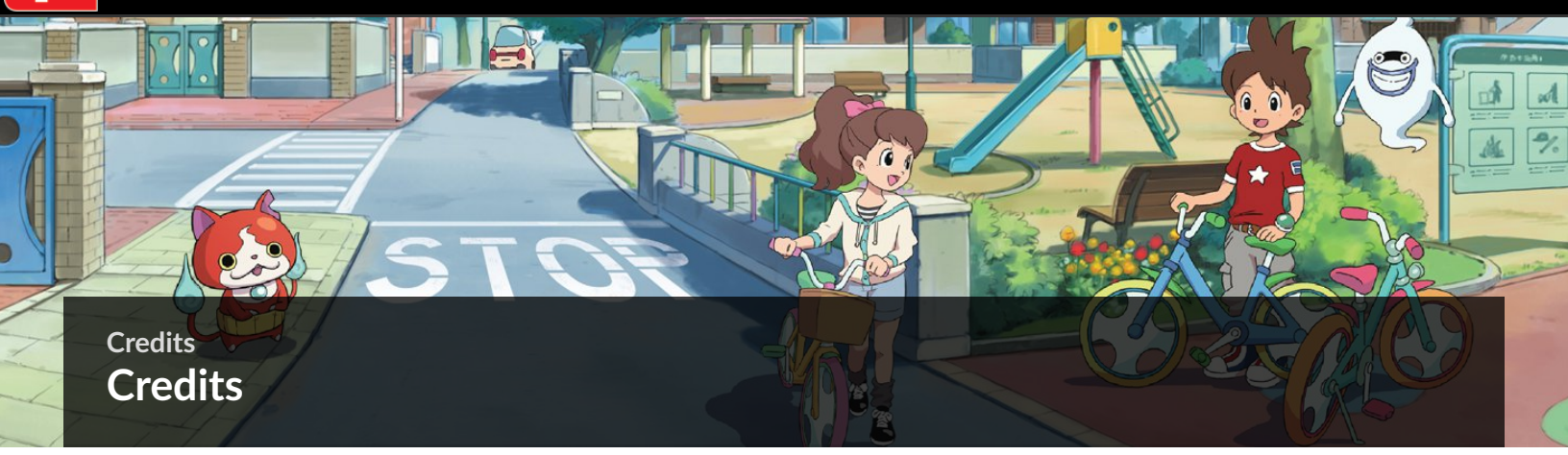
Pizza Tea Room 33

Pizza Tea Room 34

Pizza Tea Room 35

Pizza Tea Room 36

Pizza Tea Room 37



Credits

Written by Rick Barba and Michael Owen

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